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**Shane Mosley**  
**Kobe Bryant**  
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**Filter**  
**Moby**

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---

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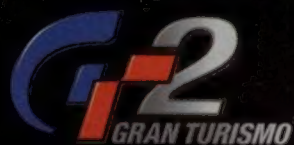
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# Team Talk

Comments, suggestions? Send any feedback to: [incitevg@computermedia.com](mailto:incitevg@computermedia.com)

"It's a crazy period where the game publishers' bean counters force developers into releasing unfinished games for a share of the hordes of Christmas cash."

The year 2000 is almost here. Am I worried about Y2K? No. I got money under my mattress, stockpiles of canned food, and plenty of new games to play on my generator-powered gaming rig. As long as Y2K doesn't effect game systems, who cares? Well at least one person does. Apparently our very own Rod Furlong was a little concerned. Check out Rod's Y2K bug testing (pg. 182) and please don't try this at home.

Enough Y2K talk, I have other concerns during this time of the year. In the video game industry it's called the "4th quarter." It can be both thrilling and frustrating at the same time. It's a crazy period where the game publishers' bean counters force developers into releasing unfinished games for a share of the hordes of Christmas cash. There's nothing worse than seeing a game rushed to make sure it ships before the magic Thanksgiving weekend. Thank God there's a ton of good games to choose from this year. There might even be just enough good stuff to overshadow this annoying trend. Three gaming platforms, hundreds of games to sift through, where do we begin?

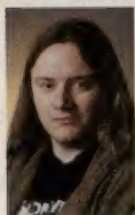
This month we have masses of reviews on every system plus a load of cool features. Including exclusive Dreamcast previews of *Crazy Taxi* (pg. 62) and *Resident Evil Code: Veronica* (pg. 102). There's a visually pleasing Christmas buyer's guide (pg. 174) and celebrity gaming with Ice-T, Filter, Kobe Bryant, Primus, Moby, Shane Mosley, and Rosco P. Coltrane!

By the way, thanks for all the feedback on Issue 1. We'll be making gradual changes as we continue on into 2000, so keep sending in your suggestions and we'll keep the issues coming. Lets hope this issue of *incite* will help your "4th quarter" of gaming be a thrilling experience. Oh yeah, and don't forget to run down to your local Home Depot and pick up a new generator just in case things go horribly wrong on January 1st. ☺



GREG RAU EDITOR-IN-CHIEF

## Meet the Editorial Team



**David Hodgson**  
Deputy EIC

After checking out *Zombie Revenge*, *Code: Veronica* and *Crazy Taxi*, David's newfound exuberance for the Dreamcast was only tempered by the arrival of *Test Drive 6*.



**Jon Robinson**  
Senior Editor

If there's one man who can power through eleven different basketball games, chat with Kobe Bryant and still have to be dragged physically from NBA 2K, it's Jon.



**Annette Cardwell**  
Senior Editor

Taking stealth notes from Michelle Yeoh, Annette attempted to infiltrate the Rosco P. Coltrane interview on a quest for John Schneider's home number.



**Demian Linn**  
Senior Editor

Demian spent most of this month driving at crazy speeds around winding mountain passes in a very fast, very expensive Lancer Evolution VI. It's a hard life for this guy.



**Roger Burchill**  
Senior Editor

Too much time at *Chef's Luv Shack* could warp the fragile little minds of lesser editors, but Roger reviewed the games with the gusto he usually reserves for his anti-Pokémon seminars.



**Paul Semel**  
Entertainment Editor

This month, Paul drank beer, hung out with Ice-T, played games with Filter, and took Jules Asner out to the arcade. Apparently, he calls this working.

## Editorial Department

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[incitevg@computermedia.com](mailto:incitevg@computermedia.com)

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[inciteonline@computermedia.com](mailto:inciteonline@computermedia.com)

## Advertising & Promotion

**VP of Advertising** Jon Yoffie (415 865 5341)  
[jyoffie@computermedia.com](mailto:jyoffie@computermedia.com)  
**Regional Ad Manager** Juanita Nessinger (415 865 5229)  
(East Coast U.S., Texas, Hardware)  
[jnessinger@computermedia.com](mailto:jnessinger@computermedia.com)  
**Regional Ad Manager** Warren Spicer (415 865 5233)  
(San Francisco, Northwest U.S.)  
[wspicer@computermedia.com](mailto:wspicer@computermedia.com)  
**Regional Ad Manager** Rikka Seibert (415 865 5232)  
(Silicon Valley)  
[rseibert@computermedia.com](mailto:rseibert@computermedia.com)  
**Regional Advertising Midwest** The Graffiti Group  
Michael Sanders, Thomas Flynn (312 527 4040)  
[msanders99@earthlink.net](mailto:msanders99@earthlink.net)  
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**Image Specialist** Kevin Hahn

## General Contact Information

Telephone 415 865 5200 Fax 415 865 5201

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## Closet Gamer

### Jules Asner 36

ET News Daily host Jules Asner talks about *Pong*, *Gala-ga*, kicking her boyfriend's ass with Xiaoyu in *Tekken 3*, and all the times she stole money from her parents.

## Tomorrow Never Dies

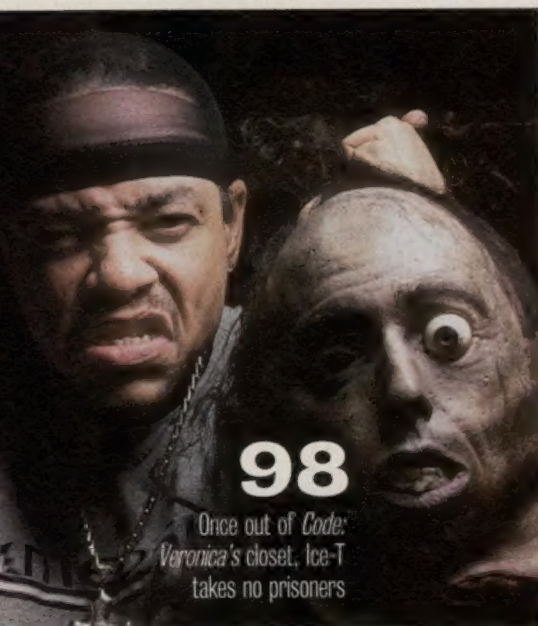
### Bonds Have More Fun 42

It's a Bond spectacular as Michelle Yeoh, the first and best ass-kickin' Bond Girl, takes a look at *Tomorrow Never Dies*. We talk Hong Kong action, Michelle's forthcoming movies, and offer a full review of the game.

## Gran Turismo 2

### High Speed King 88

Christmas comes early - we take the wrapping off *Gran Turismo 2*. Plus, we're the first magazine in the country to drive the Mitsubishi Lancer Evolution VI, while the guy from Mitsubishi tries not to wet his pants.



98

Once out of *Code: Veronica's* closet, Ice-T takes no prisoners



56

Filter get their game faces on and race to win a PlayStation



Jules Asner

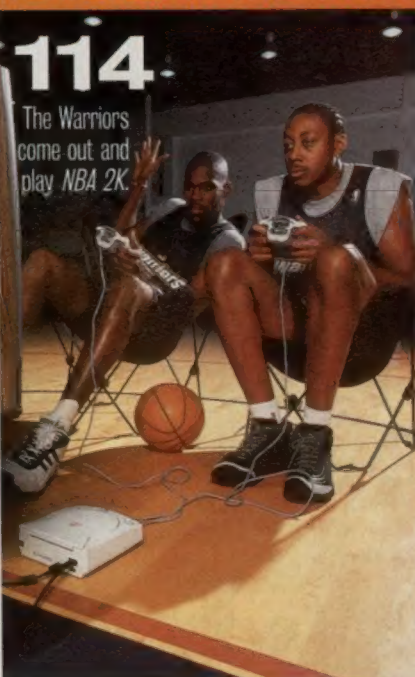
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Jules gets wild in the arcades with help from *Tekken 3's* Ling Xiaoyu

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The Warriors come out and play *NBA 2K*



## Filter goes Crash Team Racing

### Welcome to the Race 56

Richard, Geno, Frank, and Steve take a break from the Family Values Tour to play *Crash Team Racing*, talk trash, and swear at each other like sailors as we attempt to restore order.

## Ice-T busts a cap in Code: Veronica

### Body Count 98

We get evil with Ice-T in his residence. Ice likes a good zombie game, so we invited ourselves to his house and had him play *Resident Evil: Code Veronica* on the Dreamcast. In return, he showed us his collection of skulls and severed heads.

## Warrior versus Warrior

### West Side Connection 114

Golden State Warriors Antawn Jamison and Donyell Marshall settle their differences on the court with *NBA 2K*, talk a whole lotta trash, and learn a number of touching life-lessons in the process.

Photographs: Ronald Cadiz, Michael Sexton, Rajat Ghosh



# THE DUKES OF HAZZARD

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***I reckon y'all haven't lived life till you leap across  
an officer of the law in the General Lee.***

*There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.*

*Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.*

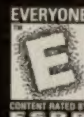
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## A Mission-Based Arcade Racing Game

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## THIS MONTH'S INTERVIEWS

**Kobe Bryant**

### He Got Game

74

The Laker's superstar talks about *Shaq Fu*, *NBA Court-side 2 Featuring Kobe Bryant*, all the video game pain he's inflicted on various family members, and how he's named after a steak.

**Shane Mosley**

### Quiet Storm

122

"Sugar" Shane Mosley gives it up for Ali and Sugar Ray Robinson, talks about all the fighters he's KO'd and then wonders why everyone's afraid to step in the ring with him. Oh yeah, and some stuff about *Knockout Kings*.

**Primus**

### Fish On!

138

Les Claypool of Primus fame admits that, like Troy McClure, he's got a thing for fish. We set him up with a Dreamcast and *Sega Bass Fishing* backstage at the Family Values Tour and then wait for the fish stories.

**Rosco P. Coltrane**

### Put up yer Dukes

144

Who'd have known - the one and only Rosco (known as James Best after hours), is hardcore! We talk about *Dukes of Hazzard: Race for Home*, the kids today, and those goodfernuthin' Duke boys.



**122**

We give you a little "Sugar," and check out *Knockout Kings 2000*

**74**

The steaks are high - 6'7" high in fact. We check Kobe's game



## DEPARTMENTS AND THE OTHER STUFF

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DJ and techno legend Moby generates his own PS music



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62

Excuse the heavy breathing and clammy hands, but it's a *Crazy Taxi* world exclusive. Hail yeah!

**PLUS!** *Tomb Raider IV: Zombie Revenge!* Jackie Chan's *Stuntmaster* still isn't ready! Over 20 games!

### Reviews

110

It's an off the hook B-ball blowout with *NBA 2K*, *Showtime*, *NBA Live* and five other roundball titles. Also, we hit the pavement with *Sega Rally 2*, *Twisted Metal 4*, *Test Drive 6*, and *Grand Theft Auto 2*.

**PLUS!** *Wu-Tang*, *Chef's Luv Shack*, and 28 more games reviews! That's 28! We're crappin' you negative!

### Strategy & Codes

148

All there is to know about *Resident Evil 3*, and the Bond extravaganza continues with our *Tomorrow Never Dies* walkthrough. Nothing "top secret" about it anymore, baby! Oh, and *Turok: Rage Wars*.

**Resident Evil 3 PS**

148

**Tomorrow Never Dies PS**

162

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**PLUS!** A sick, sick, and wrong amount of game tips.

### The Aforementioned Other Stuff

So much other amazing and craptacular stuff you'll write us letters demanding a third contents page. We need one so bad! You will write it! Write it now!

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Love letters to Tamala Jones, plus Sega rants back

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The Rock is back, and he brought some isms.

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Compelling reasons to glue ping pong balls to yourself.

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R U Y2K OK? Cranky Kong debunks the bug, and invites you to join a post-apocalyptic band of ruffians.

Photographs: Michael Sertion, All Sport, Rajat Ghosh





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# Game prose



Want a gaming matter cleared up once and for all? Need to vent some spleen? This, your letters forum, is the place to shout. Send all intelligent missives to; incite Video Gaming Magazine, 650 Townsend, Suite #305, San Francisco, CA 94103 USA. Alternatively, put finger to keyboard, and type to us via email at [incitevg@compu-tecmedia.com](mailto:incitevg@compu-tecmedia.com).

## Letters from Readers

Not quite ready for the deluge of Tamala Jones fan-mail, we focus on Miss Jones' game prowess. Plus, our Rant stirs up a little trouble....

### HOT TAMALA

I enjoyed your article on Tamala Jones! What's better than a beautiful, sexy woman that's also a die-hard gamer? That's the best of both worlds! I see her more as Selene Strike from *Ready 2 Rumble* - fine, sexy, and deadly!! Using her correctly, she can put a hurtin' on all the men, just like Tamala does! If this letter gets printed, and if you're reading this Tamala, feel free to write me & include me as one of your e-mail buddies!

- A.W., via email



**KEEPING UP WITH THE JONES** From *Booby Call* to female gamer icon in two months, Tamala keeps it real by playing *Soul Calibur*.

Thank you for the wonderful article on Tamala Jones. She is truly one of the most talented and beautiful up and coming actors in Hollywood today. It's good to see that women (such as Tamala) can have fun playing video games just as much as men. You never hear the opinion of the women due to the fact that video games are so dominantly played by men, but I hope that will change in the near future. I wish Tamala all the success that life has to offer and I hope one day I can play against her in *Soul Calibur* (my favorite Dreamcast game).

- Joe Bell,  
Laurelton, NY

Tamala Jones is the bomb. She proves that gamers can find beautiful women who are truly into gaming.

- Jordan Kuehn,  
Seattle, WA

### SEGA RANTS BACK

I read your column about your concerns with Dreamcast and I just wanted to address a few of them:

- 1) Weak shoulder buttons - These were reinforced in the US controller. Early on we sent out Japanese controllers which did have weak shoulder buttons to media. This should not be a problem for your readers.
- 2) The VMU absolutely does NOT clear out your data when the battery runs out!

3) The fact that your system does not recognize the Japanese light gun is not a defect. Sega chose not to release a light gun in the US as there are plenty of quality light gun peripherals from third party manufacturers.

4) You should always wait until the disk stops spinning to remove it. I thought this was pretty much just common sense. "Oh, shiny metal thing spinning really fast! Let me reach in and grab it!" OK, so CDs aren't technically metal, but you get my point.

5) You think GD ROMS have trouble with dust? Just wait for DVD, my friend! Sega is totally dedicated to making sure everyone who has a Dreamcast is happy with the system, so I hope that I have laid some of your concerns to rest.

- Heather Hawkins,  
Manager - Gaming PR,  
Sega of America

*Incite would like to further reiterate Sega's position by stating that we applaud the advancements in a more robust pad design for the American market, we'll be more leisurely in our GD-ROM ejections, and the wiped data from our VMUs seem to be isolated incidents. In fact, as we've been told that battery failure and the wiping of VMU data are not linked, we'll just chalk up our experience of data loss and battery failure in close proximity as an infuriating and anomalous result on test equipment. So now you know.*



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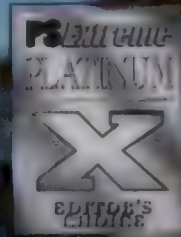
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THE STAKES ARE HIGH. It's unknown whether Wesley is coming to a console, but his tight leather pants and collection of knives are.

# Activision's SHARP MOVE

The Santa Monica-based publisher cuts a deal to release software featuring the comic book heroes *X-Men* and *Blade*.

Ever since *Blade*—starring a leather-clad, dark-spectacled Wesley Snipes—bit off \$130 million at the box office in 1998, the franchise has been one of the most anticipated properties to be developed into a video game. The wait to see who'd pick up this vampire-hunting superhero ended when Activision recently announced they had signed a three-year licensing agreement with Marvel Enterprises to develop and publish an unlimited number of games based on the popular *Blade* and *X-Men* franchises.

With a *Blade* sequel in the works and slated to come out sometime in 2000, Activision seems to be on a roll in acquiring red-hot multimedia properties. With an *X-*

*Men* title already in the works and expected out 2nd quarter of 2000, this game should fare well, should it be released close to the *X-Men* movie starring Patrick Stewart, Rebecca Romijn-Stamos, Famke Janssen and Halle Berry in June of 2000.

"*X-Men* and *Blade* are both crown jewels in the Marvel library of over 3,500 characters and are soon to be major film releases," said Peter Cuneo, President and CEO of Marvel. "Our agreement with Activision enables us to extend these highly successful franchises, and we're very pleased to be expanding our relationship with a company that has demonstrated their commitment and vision to our characters."

FAMKE JANSSEN



HALLE BERRY



REBECCA ROMJIN-STAMOS



Yoram Kahan: Shooting Star: Gary Marshall/Shooting Star; Harry Langdon/Shooting Star



# Groovy!

THQ promises to bring cult-favorite *Evil Dead* series to the PlayStation.

Ever thought the zany zombie antics of *Evil Dead* would translate into a fun video game? THQ definitely did, since the publisher recently announced they have acquired the rights to publish games based on the off-the-wall horror franchise for all console platforms and PC.

According to THQ, the first title, *Evil Dead: Ashes 2 Ashes*, is already in the works by *Parasite Eve* developers Heavy Iron Studios and will star Ash, the films' square-jawed, shotgun-toting, chainsaw-handed hero. Picking up eight years after the last instalment of the movie trilogy, Ash returns to the



**DARK AND STORMY NIGHT** THQ's concept art of the infamous broken bridge gives an early glimpse at the *Evil Dead* game.

infamous cabin in the woods to battle more ghoulies that have crossed over to our world thanks to the Necronomicon, or Book of the Dead. THQ says the game should be released in Fall 2000 for PlayStation and PC.

"It's no secret that video games have been ripping off Ash and the *Evil Dead* series for years. Now it's our turn to show them that nothing beats the original," wrote *Evil Dead* star Bruce Campbell on his site ([www.bruce-campbell.com](http://www.bruce-campbell.com)). "THQ and the key team from the hit game *Parasite Eve* have begun developing *Evil Dead: Ashes to Ashes*, and I will reprise my role as dumbbell Ash...in voice-over form."

## Hot and Cold

Bringing out the thermometer and gauging the interest levels of the latest gaming news that shocked the World.

### ■ Sega GT

Details about this fast, slick racer are few and far between at the moment, but over 100 cars have been licensed, and the game looks fantastic.



### ■ Baseball Blitz

The creators of *NFL Blitz* and *NBA Jam* are working on a baseball game. Can broken bats and bench clearing brawls be far behind?

### ■ Kain for Dreamcast

The Dreamcast gets its own incarnation of Eidos' vampire adventure starring hammy British voice actors and improved graphics.

### ■ PS Baldur's Gate

Interplay, publishers of this popular *Dungeons & Dragons*-style RPG, is hoping BG makes its first console appearance by the end of this year.

### ■ Railroad Tycoon for PS

GOD games' PC title is heading to PlayStation by January, and Dreamcast by Spring. Building railways, eh? Switch off *Soul Calibur* immediately!

### ■ Full House Twins

The *Full House* twins just won't go away now have their own Game Boy game. Isn't this one of the signs of the Apocalypse?

212°F  
BOILING

PIPING

TEMPID

32°F  
FREEZING

## The Witch is Back

Gathering of Developers brings *The Blair Witch Project* to gaming screens.

In 1999, millions of moviegoers went into theaters around the country to view the indie movie phenomenon *The Blair Witch Project*. A year later, a game publisher was found, and the winner is Gathering of Developers.

With the tremendous popularity of *Blair Witch*, it was only a matter of time that this novel film would become an interactive adventure. In late October, GOD secured the rights to the coveted *Blair* license from Artisan Entertainment and Haxan Films, allowing them to publish multiple games for the PC and at least one console system. The Gathering has said the PC version will be based on Terminal Reality's *Nocturne* engine, but they will hold off announcing development teams for the console title until early 2000.





Got a Benjamin burning a hole in your pocket? Buy some of this!

**DECEMBER 1999**

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31					

**DATES:**

December 8th *Gran Turismo 2* for PlayStation **\$40**

December 10th *The Green Mile* Stephen King movie tickets **\$8**

December 21st *American Pie* on DVD with extra footage **\$16**

December 22nd Warm apple pie **\$8**

December 28th Jay-Z, *Volume 3* **\$13**

December 31st The Rock elbow pads **\$15**

**TOTAL \$100**



**PIE'S THE LIMIT** Make sure your pie doesn't have any unwanted toppings.

## On the Lamb

Contest winner revealed!

A small pink electrical guitar with accompanying bag (but no pick) was offered up for grabs. It was bagged by: **Cabel Sasser, Portland Or.** Congratulations to the newest member of Milk Can. So just who is the secret character hidden away in the PlayStation game *Um Jammer Lammy*? Chop Chop Onion Head? No. Parappa the Rapper? Yes. You gotta believe. Cabel did, and look what happened. Maybe you could be next...



## The People's Game

The WWF and THQ are in training to tag-team the PlayStation.

PlayStation fans craving a little Rock sauce will only have to wait a few more months, as THQ recently announced plans for a new game based on the World Wrestling Federation and its superstars, entitled *WWF Smackdown*. The game, to be released this March, will feature over 30 WWF grapplers including Stone Cold Steve Austin, Kane, and X-Pac, and will also include a wrestler creator that will enable fans to not only edit the look of current fighters but also create their own wrestlers.

The most unique aspect of

*Smackdown*, however, doesn't even occur in the ring, but behind the scenes. As if you're watching a *Smackdown* taping, you'll see wrestlers in the dressing rooms and hallways plotting to attack their most hated adversaries, talking smack prior to matches, and even jumping their opponents before an event takes place. How this will work in terms of the game is still being kept secret, but if everything comes together, Jerichoaholics will have something unbelievable to scream about just in time for Wrestlemania.



**HAVE A NICE DAY** Mankind grabs a trash can and attempts to bash The Undertaker.



**REST IN PIECES** Kane picks up Mankind and delivers a Tombstone Piledriver.



A couple of questions on the hottest topics.



**Jamie Kennedy**  
(actor: *Scream*, *Three Kings*, *Bowfinger*)

Are you excited about the PlayStation2?

"Totally. It looks awesome because it has the DVD player, the CD, and the game machine. It's like one-stop shopping."

What games are you looking forward to on the system?

"*Tomb Raider*. With graphics something like the boxing game on Sega, *Ready 2 Rumble*, that's got sick graphics. I wish Lara could look like those girls - they have moving breasts."

Join us next issue when Jamie Kennedy playtests *Tomb Raider: Last Revelations*.



# XENIA

## WARRIOR PRINCESS

THE TALISMAN OF FATE

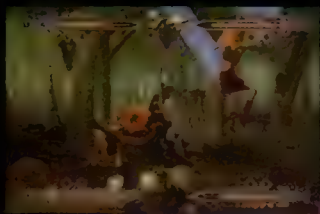
Just like the show, each of the 10 characters possess their own unique weapons, attitudes and fighting techniques



Exclusive multiplayer feature includes a roster mode, plus team and single battles



Pit 4 fighters simultaneously in the revolutionary 4-player mode



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# Hardcore Spawn

Multiplay violence erupts as Todd McFarlane's insane demon hits the arcades, with a Dreamcast port-over sure to follow.

With an official license and a watchful eye from author Todd McFarlane, the new NAOMI based arcade game, *Spawn*, is shaping up to be something very special. Currently, only around 50 percent complete, the game is best described as a hybrid of *Power Stone*, *Quake*, and *SpikeOut*. Four cabinets can be linked up for co-op or insane deathmatch play. Take control of one of your favorite characters from the series, such as *Spawn*, *Cogliostro*, *Twitch*, *Sam*, or the *Clown*, and start killing. With large free-roaming levels, tight control, and audacious visuals, it seems that a Dreamcast multiplayer game is totally feasible, but not officially announced.



**GRACE UNDER FIRE** While Grace coaxes the massive Vaporizer, *Spawn* locks on with a machinegun. Intense 3D action in expansive arenas awaits arcade-goers soon.



## ■ The Rumor

Konami's Hideo Kojima is working on a new installment of *Metal Gear Solid* for PlayStation2 to be set in New York with two playable characters.

## ■ We Say

While Konami has vehemently denied talk of *MGS* coming to Dreamcast, the publisher is not surprisingly tight-lipped about PS2 plans. When *incite* asked if the CG sequences in *VR Missions* are what we can look forward to in a PS2 version, Scott Dolph of Konami Japan replied, "We have made no official comments whatsoever on the subject in question. What you see in the CG sequences from *VR Missions* — we leave it up to your imagination."

# A Brush with Final Fantasy

Designer Amano's Hero exhibition comes to NYC.

The Angel Orensanz Foundation recently hosted an exhibition of *Final Fantasy* designer Yoshitaka Amano's *Hero*, an unconventional fantasy story about a time-travelling warrior presented as a series of paintings, storyboards, lithographs, silk screens, kimonos, and ceramics. Amano's other projects include work on the TV series *G-Force*, the films *Angel's Egg* and *1001 Nights*, and the recently-published DC Comics graphic novel *The Sandman: The Dream Hunters*, written by *Sandman* creator Neil Gaiman.

The exhibit, which ran from October 6-31, featured Amano's work and a number of special events, including an October 26th *Final Fantasy* exhibit with a special appearance by Square vice president and executive producer of *Final Fantasy* Hironobu Sakaguchi.



**SAKS OF TALENT** Sakaguchi and Amano.

## YOUR CAPTION GOES HERE

Captioned humor for today's gaming greatest hits

### CAPTIONING THE MOMENT

Take a quick look at the screenshot to the right. Notice anything, say, amusing about it? Think there's an opportunity to send in a humorous caption and win a free year's subscription to *incite Video Gaming*? Of course there is. Winners will be notified by telephone or email and will be printed in Issue 4.

Email your best caption to: [caption@computecmedia.com](mailto:caption@computecmedia.com).  
Or mail it to us at:  
CaptionGoesHere, *incite Video Gaming*, 650 Townsend, Suite 305, San Francisco, CA 94103.



### DECEMBER ISSUE 1 - WINNER

"If you smell what the jock is cooking!"  
- B McCarthy  
Odessa, TX



### CAPTION RUNNERS UP

"In a courageous display of teamwork, Jill bashed the deadly cobra while Susie sucked out the poison."  
- Tyrone Diggs, Austin, TX

"That reminds us, folks, the movie *Blow Out* will be following *Raw Is War* right here on USA!"  
- Bob Workman, Denver, CO



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to o h i g ?





## A Sporting Chance

Konami signs the ESPN sports brand and is set to launch ten titles this year.

In a league dominated by EA and 989 Studios, Konami has scored big by signing the rights to the ESPN brand. Considering the history of ESPN video games and Konami sports titles, this could be the equivalent of merging the Cincinnati Bengals with the New Orleans Saints. But there's no denying the drawing power of the ESPN name, and with approximately 10 sports titles planned for 2000, Konami seems determined to play in the majors. Look for *ESPN Baseball Tonight* and *ESPN National Hockey Night* for Konami's first drive, with a basketball and soccer title to follow. Reportedly, the hockey title and a new *International Track & Field* game are in the works for the PlayStation2 platform as well, and Konami recently motion-captured various athletes for these games.

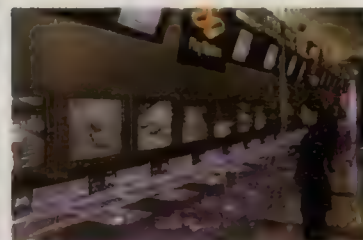


**EN FUEGO** Konami, ESPN, and Jaromir Jagr team up for some fire on ice in *ESPN National Hockey Night*.

## Tokyo Motors

The 33rd Motor Show brings out Sony, Sega and Nintendo.

From Oct 22nd to Nov 3rd, Asia's largest car event showed off some of the greatest automobiles, and the big three video game companies were also in attendance. Sony's *Gran Turismo 2* had a massive row of machines set up in the main corridor outside the event hall playing a demo of the game, while Sega's *F355 Challenge* was set up inside the center of Ferrari's own booth, and anyone who took an interest in any of Ferrari's models was invited for a spin of the simulator. Finally, Nintendo got in on the act with an in-car game system (from Panasonic) that allows you to connect your N64 to a mini TV in your car. *Zelda Gaiden* and *DK64* were shown.



**GRAND TURISMO** Sony's motor show stand, shortly before the lines began.

## INCOMING

Checking the latest games out in the coming months, one hit at a time.

GAME	STARRING	MISSION	THOUGHTS
<b>ODDWORLD: MUNCH'S ODDYSEE</b> GT Interactive (PS2) Release TBA	Good old Abe, and Munch who, like Abe, is an unlikely hero also "hanging at the bottom of the food chain and slipping fast."	You play Munch and Abe, who have different abilities, so you'll need to figure out which can achieve immediate goals.	<b>LORNE LANNING</b> "The staggering degree of life which populate Munch's world will ultimately shatter the perception of what constitutes a gaming experience."
<b>SPIDER-MAN</b> Activision (PS) 2nd Quarter, 2000	Peter Parker, a.k.a. Spider-Man, with web-slinging, spider-tingling abilities, and the tightest of lycra bodysuits.	Spidey leaps to defend New York against his comic book nemeses. Likely baddies include Dr. Octopus, Green Goblin, and The Lizard.	<b>TODD JEFFERSON</b> "With <i>Spider-Man</i> , gamers and comic book fans alike will be able to play everyone's favorite wall crawler in a 3D, free roaming environment."
<b>ROAD RASH JAILBREAK</b> Electronic Arts (PS) Release TBA	You as the member of a biker gang, or you as a cop. You choose.	Join a gang, work your way up the ranks, or in "5-0" mode, put on your badge and head out to round up a handful of rashers.	<b>HUNTER SMITH</b> "With over 100 kilometers of roads and new Super moves and Attack Combos, <i>Road Rash Jailbreak</i> should keep all comers busy for a long time!"





to o far?





# RANTING

NO HOLDS BARRED  
EDITORIAL SEETHING

## No.2 CUTE KILLS

As we approach the end of the Millennium, Roger Burchill asserts that the Antichrist will appear in the form of a cuddly mascot with attitude. "Pika! Pika!" indeed.

Let me tell you something about video game violence: fatalities and frags are nothing more than therapeutic stress releases. The real recipe for going postal is the endless onslaught of insipid mascot games filled with critters so cute and sweet they could cause cancer in rats.

As if the traditional triumvirate of Mario, Sonic, and Crash weren't enough, the latest wave of Satans in sheep's clothing include *Spyro 2*, *Donkey Kong 64*, and even *Sonic Adventure*. Spyro, the Casper of dragons, needs to have his fire permit revoked. The crack-like addictive qualities of bananas and cross breeding with donkeys have reduced the Kong family to pale imitations of the king of apes, King Kong. And how much cooler was Sonic when he didn't talk and have that mooching mutation Tails hanging about?

But if there is one harbinger of the Apocalypse, it must be *Pokémon*, with its millions of young gamers feverishly creating legions of battle monsters. And when they're not playing their little "game," they're watching the *Pokémon* movie, memorizing the *Pokémon* TV show, eating the *Pokémon* cereal, and lounging around in *Pokémon* Underoos. Sounds like a Satanic plot if I ever heard one.

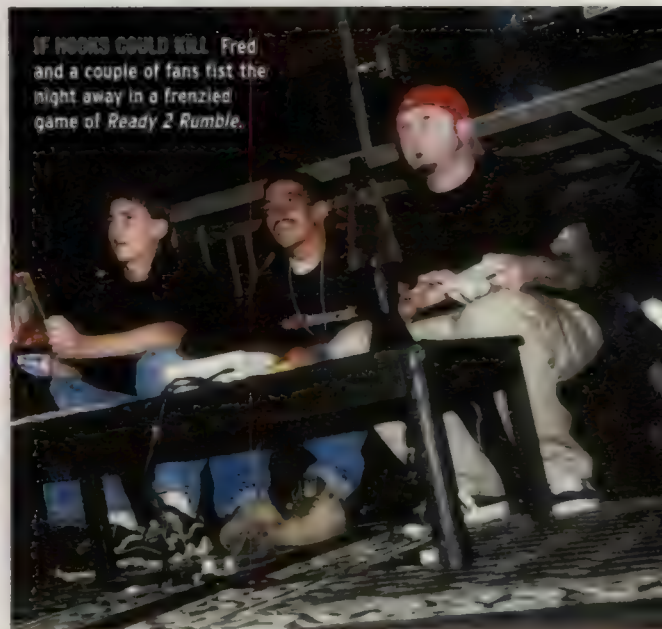
"You gotta catch them all!" Catch what? Our souls? I'm on to you Pika-Satan!



# I Did it all for the Dreamcast

Fred Durst picks up a Dreamcast pad and slaps down all comers at *Ready 2 Rumble*.

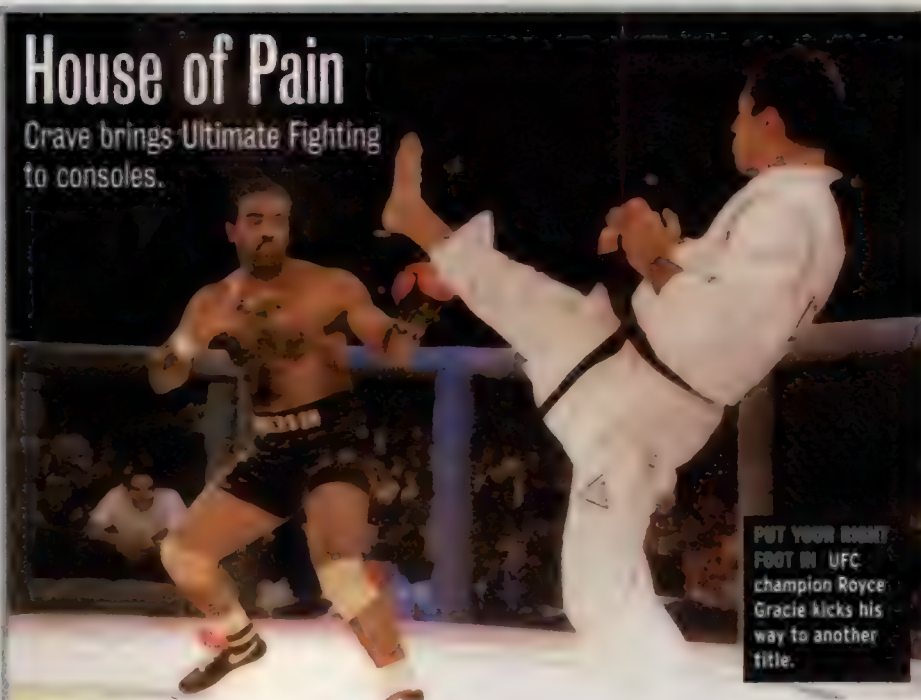
Have you ever wanted to kick Fred Durst's ass? Well, a few lucky gamers had their chance when the Sega-sponsored Family Values tour rolled into their respective towns. Local radio station contest winners got to take on members of Limp Bizkit, Filter, The Crystal Method, or one of the other of the Family Values bands in a heated match of *Ready 2 Rumble Boxing* up on the big screen. At the San Francisco stop, the rockers actually turned out to be surprisingly handy with their Dreamcast controllers, compiling an impressive win-loss record. Perhaps the fans were doing more ass-kissing when they should have been ass-kicking.



IF HOOKS COULD KILL: Fred and a couple of fans fist the night away in a frenzied game of *Ready 2 Rumble*.

## House of Pain

Crave brings Ultimate Fighting to consoles.



PUT YOUR RIGHT FOOT IN UFC: champion Royce Gracie kicks his way to another title.

Crave Entertainment recently acquired a five-year license to develop games based on the Ultimate Fighting Championship (UFC). The exclusive agreement allows Crave to publish UFC titles for all game systems, with the first title tentatively set to appear on the PlayStation and Dreamcast towards the end of 2000.

UFC events pit two fighters against each

other in full-contact brawls where the winner either knocks his opponent out or makes his opponent tap out (give up) due to extreme pain. Past fights have featured Olympic gold medal winners, kick-boxing and judo champions, and black-belt martial artists, including Tank Abbot, Royce Gracie, and the WWF's Ken Shamrock. No word on whether any real fighters will be featured.



too risky?



NOT IF YOU'RE COMMITTED

**Vans**



**BACK IN BLACK** When you first encounter the Silver Dragon, all that's visible are those two ruby red eyes.

# SYSTEM SHOCK

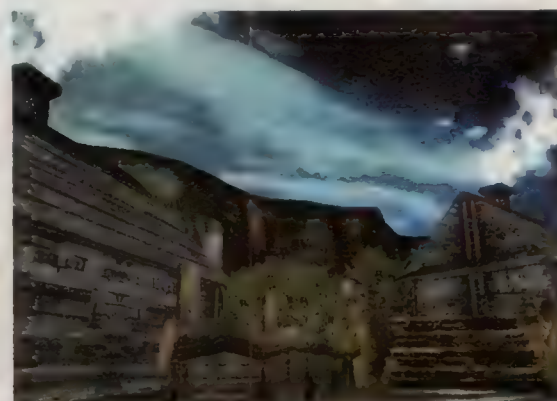
With the launch of PlayStation2 only four months away, new information has surfaced regarding three of the most anticipated titles. We bring you the latest screenshots of *Eternal Ring*, *Armored Core 2*, and *Tekken*.

## Eternal Ring

From Software are best known for their *King's Field* RPGs, and their launch title shares the same style of play (a first-person dungeon bash). However, *Eternal Ring* is only related to *King's Field* in the play mechanics department – the health and magic bars are set up identically. We're waiting to sample grandiose graphics and *Final Fantasy* spell effects that become more spectacular the more experienced you become.



**ARMORED CORPS** In this real-time battle situation, three shiny-suited knights, complete with reflective armor (check the light source behind them) advance with long axes waving.



**BLUE, BLUE SKY** You can emerge and wander around villages in full 3D, complete with stunning lighting and smoke effects.



**BREATH OF FIRE** Dazzling flame effects (with lightning flashes in the distant background) enhance the already first-class visuals.





**ROBOTS IN DISGUISE** Note the particle effects on the booster build-up. *Armored Core 2* is rumored to feature transformations during a battle — mechs change to tanks or planes.

## Armored Core 2

Available in Summer 2000, this action battle mech simulator uses more polygons on one robot than in the entire visible area of the PlayStation *Armored Core*. This could release on either CD or DVD. More details soon.



**FULL OF ENERGY** Whenever a booster pack is used, different lighting effects occur.



**KICKBACK AND RELAX** When weapons fire, kickback causes the mech to stagger back.

## Tekken Tag Tournament

Namco's *Soul Calibur*-style conversion of the latest *Tekken* arcade game will debut on March 4th in Japan, with enhanced visuals.



**HWOARANGING THE ENEMY** Eddy Gordo's sweep misses as Hwoarang flies in with a roundhouse. Note details, such as Eddy's fingers, and the rip his pants near the ankle.

## CAMPAIGN ROADSHOW

The media mediums of print and television are scrutinized for inventive, humorous or off-the-wall advertisements, as voted by the readers of this magazine.

### TOP 3 TELEVISION COMMERCIALS OF NOVEMBER

#### 1 NAMCO

**PAC MAN WORLD**  
Yes, pop culture icons do live in the same neighborhood, as evidenced by this ad featuring in the infamous Mr. T and Mini-Me gaping at their new yellow, spherical neighbor.



#### 2 SONY

**CRASH TEAM RACING**  
When you're talking roller derby, Crash Bandicoot is one of the fiercest competitors you'll likely come across. Here he handles of a couple of hecklers in his usual underplayed style.



#### 3 989 STUDIOS

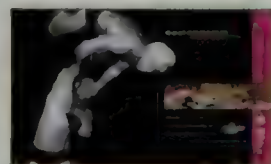
**COOL BOARDERS 4**  
According to 989, you have to be pretty crazy to play. Maybe so, but not as crazy as this boarder who saws an elevator cord and invites two heavyweights on board just to get a joy ride.



### TOP 3 PRINT ADVERTISEMENTS OF OCTOBER

#### 1 EA

**WCW MAYHEM**  
The Nature Boy Ric Flair and Goldberg going to the ropes in some high-flying wrestling action. To be the man, you've got to beat the man! Woo! Wheee!



#### 2 ACCLAIM

**SOUTH PARK RALLY**  
Decked out in his finest *COPS*-style lawman duds, Cartman jumps on his squad tricycle, and readies himself for a round of *South Park Rally*. You will respect his authority — but will you buy his game?



#### 3 ACTIVISION

**VIGILANTE 8**  
Explosive demolition derby action with hovering prison buses and bruising bazooka-laden garbage trucks. Actually, we just really like the simulated profanity.



Source: Reader voting. Vote online at [www.incitegames.com](http://www.incitegames.com) or send your votes to: Incite Video Gaming, 450 Townsend, Suite 305, San Francisco, CA 94103 USA.



# incite US TOP 25

In association with The NPD Group, here are the top 25 best-selling console games for the first two weeks of October, as well as the single-format console top ten charts.

## #1 Best-selling Game

### Pokémon Red

1  
▲13

Nintendo / GameBoy Color

What makes Red so special? We're not sure. But, with all the hype over a new movie and buzz for Pokémon Yellow: Special Pikachu Edition, sales for this original GameBoy title got a serious boost. Don't underestimate that Poke Power.



2  
▲12

### Pokémon Blue

Nintendo / GameBoy Color

Gotta catch 'em all, huh? To call yourself a true Poké-fan, you've gotta have the Blue, too!



3  
▲10

### Pokémon Pinball

Nintendo / GameBoy Color

A gaming classic, hugely-popular Japanese monsters, and a built-in Rumble Pak equal a tremendous GameBoy hit.



4  
▼1

### Final Fantasy VIII

Square / PlayStation

Even the strength of this beloved RPG series and all its beautiful cinematics can't beat out Pikachu and Pals.



5  
▼2

### Madden NFL 2000

Electronic Arts / PlayStation

The NFL's biggest loudmouth scores another full-contact hit with his Y2K football title.



6  
▲11

### Pokémon Snap

Nintendo / Nintendo 64

As if the cartoon TV show weren't enough, the Poké Empire finds one more way to invade your TV screen.



7  
▲8

### Driver

GT Interactive / PlayStation

Gran Turismo is slowing down, but Driver's still leaving skidmarks on your asphalt.



8  
N

### Final Fantasy Anthology

Square / PlayStation

With a first time US release of FFV and new cinematics, fans are looking at more sleepless nights.

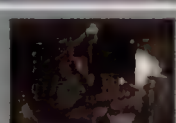


9  
N

### Dino Crisis

Capcom / PlayStation

Resident Evil gameplay with dinosaurs instead of zombies. L. Rea is definitely scarier than the undead.



10  
N

### Nascar 2000

Electronic Arts / PlayStation

All the excitement of pro stock car racing without the deafening engines and beer-guzzling fans. That's fun!



11  
N

### Tony Hawk's Pro Skater

• Activision • PlayStation

You know you're a professional skater when you can pull all the tricks and don't get busted by the cops.

12  
▼7

### Gran Turismo

• Sony • PlayStation

The best racing game available is still a hot seller. That is until GT2 is finally released.

13  
N

### WCW Mayhem

• Electronic Arts • PlayStation

The stars of the WCW clothesline, body slam and head butt their way into your heart.

14  
▲23

### Super Mario Brothers 64

• Nintendo • GameBoy Color

Able to jump nearly ten spots in a single bound? Super is definitely the word for this title.

15  
N

### Star Wars: The Phantom Menace

• LucasArts • PlayStation

Relive the movie, playing as Obi Wan and clan. No force in the universe can stop this stellar franchise.

16  
-16

### Spyro the Dragon

• Sony • PlayStation

This little purple dragon that could is still burning up the competition after years on the charts.

17  
▼6

### NFL 2K

• Sega • Dreamcast

When it's not Sunday or Monday night, NFL 2K is the next best thing to watching the real thing.

18  
N

### WCW Mayhem

• Electronic Arts • Nintendo 64

Every mat-slammng move from the PS version delivered in 64-bit glory.

19  
N

### Marvel vs. Capcom

• Capcom • Dreamcast

Finally, you can play this arcade favorite without the sticky floors and all the mallrat spectators.

20  
▼17

### NFL Gameway 2000

• 989 Studios • PlayStation

Looks like Madden and NFL 2K are running away with the football game top seeds.

21  
▼15

### Grub the Rat: Rascal

• Sony • PlayStation

The wild-and-woolly rodent king of PS 3D platformers hangs on for yet another month on the charts.

22  
N

### Army Men: Sarge's Heroes

• 3DO • Nintendo 64

With all those heavy-duty weapons at your disposal, you almost wouldn't notice those plastic toy seams.

23  
N

### Gauntlet Legends

• Midway • Nintendo 64

Now that you can play this arcade favorite at home, you can save all your quarters for Brave Firefighter.

24  
▼9

### Ready 2 Rumble Boxing

• Midway • Dreamcast

Mainstream exposure on Jay Leno and at the Family Values Tour pushed this game past Sonic.

25  
N

### NHL 2000

• Electronic Arts • PlayStation

Just in time for hockey season, EA's title is the first down the ice to score with the NHL's rabid fans.

## CHARTLEGEND



## THE NPD

The detailed chart information provided on this page is provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).\*

## TOP 10

Nintendo 64



- 1 ▲ 2 Pokémon Snap • Nintendo
- 2 WWC Mayhem • Electronic Arts
- 3 ▲ AM: Sarge's Heroes • 3DO
- 4 Gauntlet Legends • Midway
- 5 Jet Force Gemini • Nintendo
- 6 ▼ 5 Super Smash Bros. • Nintendo
- 7 Madden NFL 2000 • Elec. Arts
- 8 ▼ 3 Zelda: Ocarina Time • Nintendo
- 9 ▼ 7 NFL Blitz 2000 • Midway
- 10 ▼ 8 GoldenEye 007 • Nintendo

The WCW toppled from the charts by cute monsters. What's America coming to?

## TOP 10

Playstation



- 1 1 Final Fantasy VIII • Square
- 2 Madden NFL 2000 • E.A.
- 3 ▲ 4 Driver • GT Interactive
- 4 F.F. Anthology • Square
- 5 Dino Crisis • Capcom
- 6 Nascar 2000 • Electronic Arts
- 7 Tony Hawk's Skater • Activision
- 8 ▼ 3 Gran Turismo • Sony
- 9 WWC Mayhem • Electronic Arts
- 10 N SW: Phant. Menace • LucasArts

Final Fantasy maintains its hold on the top spot, while Driver takes GT's pole position.

## TOP 10

Dreamcast



- 1 ▲ 3 NFL 2K • Sega
- 2 Marvel vs. Capcom • Capcom
- 3 ▲ 4 Ready 2 Rumble • Midway
- 4 ▼ 1 Sonic Adventure • Sega
- 5 Sega Bass Fishing • Sega
- 6 ▼ 2 Soul Calibur • Namco
- 7 ▼ 6 House of the Dead 2 • Sega
- 8 ▼ 5 Blue Stinger • Activision
- 9 Tokyo Extreme Racer • Crave
- 10 ▼ 8 NFL Blitz 2000 • Midway

Gridiron action pushes back the Hedgehog as the top pick for DC gamers.



# FATAL FURY

## WILD AMBITION



## COME GET SOME...

Get set to throw down with Fatal Fury: Wild Ambition for the PlayStation® game console. Hard core fighters, dazzling graphics and amazing moves electrify the battles. Four different modes and multiple endings will keep you coming back for more. The brawl is on and no cream puffs allowed. Feel the aches, Feel the pain, Feel the fury.



# SNK



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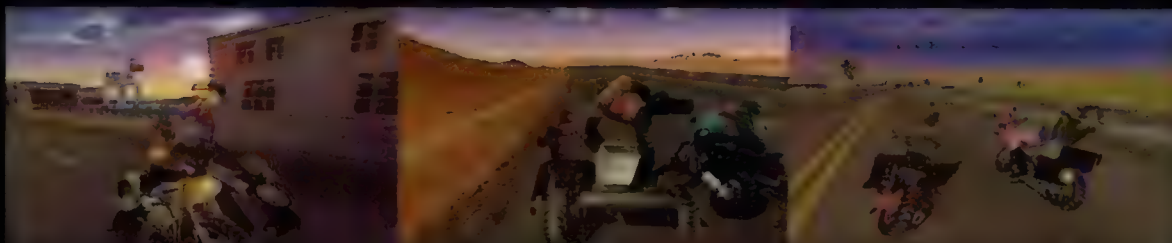






IT WAS ONLY A MATTER OF TIME BEFORE ONE  
OF THESE GUYS HAD A RUN-IN WITH THE LAW...

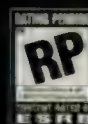
# ROAD RASH JAILBREAK



The leader of the pack is back with riot-inciting motorcycle madness! The cops have your buddy, so all bets are off — It's up to you to bust him out of the joint. Join a biker gang, carry out malicious missions, and rise through the ranks to prove you've got what it takes to free that jailbird. All-new features include combo fighting moves, cop and multiplayer modes, a sidecar and wicked new weapons. See you on the pavement!

[WWW.ROADRASH.COM](http://WWW.ROADRASH.COM)

ELECTRONIC ARTS





Go Beyond the Music...



# SHAOLIN STYLE

Featuring 3 Exclusive Wu-Tang Clan Music Tracks

[www.activision.com](http://www.activision.com)

**ACTIVISION**



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# Get Into the Game.

Featuring

RZA

METHOD MAN

RAEKWON

GZA

OL' DIRTY BASTARD

MASTA KILLA

U-GOD

INSPECTAH DECK

GHOSTFACE KILLAH

**PLATFORM.NET**

The Exclusive Online Headquarters for Wu-Tang: Shaolin Style. Check PLATFORM.NET for contest giveaways, game tips, demos and more!



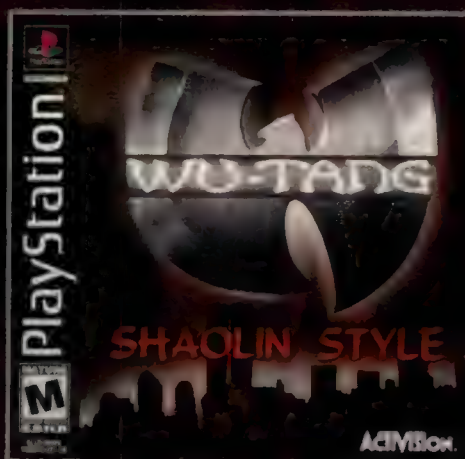
Face up to three opponents as you go head-to-head in over-the-top, arena-based martial arts brawls.



Master the attacks and weapons of all nine Wu-Tang members, such as GZA's deadly Overhead Smash.



Dominate with moves like Method Man's Death Blow and be rewarded with cinematic fatality sequences.



In  
Stores  
Now!



# Wild On Games

When not hosting **E! News Daily**, Jules Asner plays **Tekken 3**. Paul Semel ducks her punches.

**J**ules Asner does not have the face of a killer. In fact, the host of *E! News Daily* has the face of the girl next door...if you lived in a really good-looking neighborhood. But if you ever square off against her in a game of *Tekken 3*, you'll probably get killed. Quickly. For while this statuesque beauty has a warm grin and a playful sense of humor, she's murderously determined when it comes to video games, smacking the buttons like they've done her wrong. She loves them so much, in fact, that she often goes to such movie theaters as the Galaxy in Hollywood a few minutes early, just so she can drop a stack of quarters on her favorite fighting game, *Tekken 3*.

**What was the first video game you got really hooked on?**

I was really hooked on *Pong*. I remember when my dad brought it home and hooked it up to the TV.



**DUELING JULES** When there's no scrubs to slap down, Jules plays with herself.

He's also a software specialist, so when he worked for Motorola years ago, he'd bring home games they had made for the computers. They made this cheapo, cheapo *Star Trek* game, *Kill The Klingons* is what it was called. And I also remember getting this thing called a Merlin; it had tic-tac-toe and a music memory game. I remember desperately wanting that.

**Were there any video games that, when you were a kid, you were really, really good at?**

I was really good at *Pong*, until it got crazy fast. I was good at *Blockbuster*, too. But *Galaga* was the game that I excelled at. I used to play it at this huge arcade by my house in Arizona. Video games were a big part of growing up. I'm from Arizona, and it was hot, so there was nothing to do but watch TV and play video games. It's just something I've always done. It's not like now that I'm grown up I don't play video games because girls like me don't do that.

**What kind of games are you into now?**

I like shoot-'em-up games, fighting games, and some of the driving games — though I'm really, really bad at the driving games. But I'm a bad driver in real life, so that's not a shock. Whenever we go to the movies, though, we always go early and play video games. I'll give myself an extra 20 minutes.

**When you play *Tekken 3* at the Galaxy, do you play with the same character all the time, or do you like to mix it up?**

I play Xiaoyu, she's been very good to me, she kicks ass. But if she's not doing well, I do the log guy.

**What's the best pick-up line a guy ever used on you while you were playing a video game?**

People are always like, "Wow, she's good," but I don't think anyone's tried to pick me up. I think it's that aggressive thing you get when you play video games that can be somewhat scary, especially when

the girl is 5'10" like me.

**Do you have any plans to get a game machine at home?**

My boyfriend, whom I live with, really wants a PlayStation, and I've been the one ixnaying that. I have to just say no to video games sometimes because they're just so distracting. I had a Nintendo once, but had to give it up because it was such a time-sucker. But he says now that he'll get me one for my birthday so we can play the new *Star Wars* game.

**When you do, are you going to get yourself *Tekken 3*?**

No, that's like a special movie thing. **Who usually wins, by the way, you or your boyfriend?**

I actually do. He's always surprised. **Have you ever had a first date where you played video games?**


Not a first date. I think my boyfriend and I played video games early on, and I know that I kicked his ass, and he was certainly impressed with that.

**Do you play games when you're at work?**

No, because I get too distracted. They have this game called *Snood*, it's a *South Park* game, and a lot of people have it installed on their computers. When I was hosting *Wild On...*, I was traveling a lot, and when I'd come back, it would be installed on my computer. But I didn't want to be distracted, and I don't want people sitting at my desk, so I'd delete it. But then when I'd go away again, someone would put it back. **Speaking of which, have you ever done a *Wild On...* special where you went to a video arcade?**

When we were in Vegas, I actually wanted to go to GameWorks, but timing-wise it just didn't work out. **So tell me honestly, when you were a kid, did you steal quarters from your parents to play video games?**

Oh yeah. Probably thousands of dollars. Really.

**Y'know, you could pay them back. I could. But I'm not going to.** 

## GAMER CREDENTIALS

**Years as a gamer:** Over 20

**Where you've seen her:**  
*E! News Daily* and  
*E!'s Wild On...*  
specials



**Favorite game:**  
*Galaga*

**Favorite video game character:**  
Ling Xiaoyu from  
*Tekken 3*

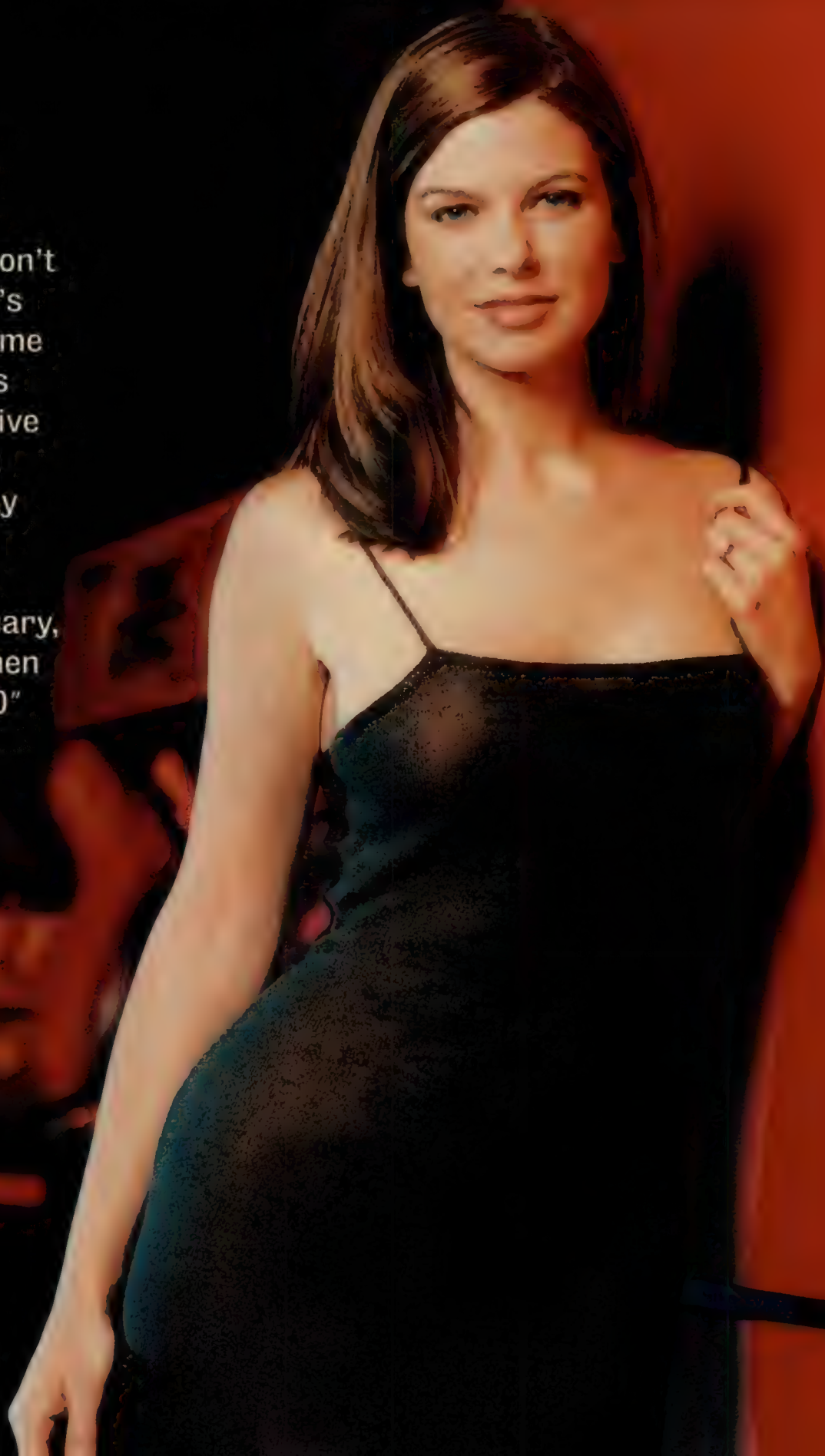


**Systems she owns:** Atari Colecovision, Nintendo

**High score initials:** J.A.W.



"People are always like, 'Wow, she's good,' but I don't think anyone's tried to pick me up. I think it's that aggressive thing you get when you play video games that can be somewhat scary, especially when the girl is 5'10" like me."





# FIGHTING FORCE 2

It's just you and your instinct on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. As **Hawk Manson**, operative of the government espionage corps, **SI-COPS**, your job is to maneuver in and out of R&D installations on all new 3D game engine. You've got an arsenal of hand-to-hand combat moves, and equipment to the tune of 20+ new weapons. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

You're alone  
on this mission,  
so credentials are all  
you've got to go on.





# SI-COPS

PROFILE #1635

NAME:

Hawk Manson

OCCUPATION:

Espionage Operative

SECURITY CLEARANCE:

Ultra Magnus

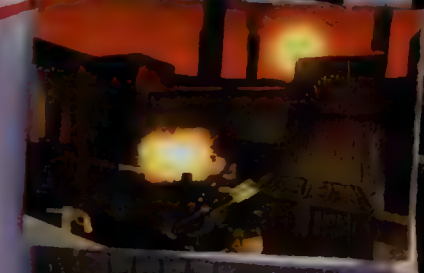
FIELD OF OPERATIONS:

Top Secret

WEAPONS PROFICIENCY:

Pistol  
Grenade Launcher  
Shotgun  
Sniper Rifle  
Assault Rifle  
Knife  
Sword  
Stun Baton  
Chain Gun  
Industrial Beam Laser  
Flame Thrower  
Crossbow  
Axe

STRATEGIC INITIATIVES:  
Intercontinental Industrial  
Nuclear Weapons Retraction  
Bomb Diffusion  
Timed Explosives Deployment  
Top Secret Document Extraction



MANSON, HAWK



# The Rock Says...

From the man who brought you The People's Elbow and The People's Eyebrow comes...The People's Column. The Rock drops some video game knowledge.

**The Rock**  
**Age:** 27  
**Graduated from:** University of Miami  
**Favorite Sport:** Football  
**Pastime:** Bass Fishing  
**Finishing Move:** Rock Bottom / People's Elbow  
**Quote:** You smell what The Rock is cooking?



**Sweetness**  
 No one could stop Walter Payton in his prime. *Madden* and the '85 Bears are both still the best in the mind of The Rock.



**Kobe's the man**  
*NBA 2K* is The Rock's pick for the most electrifying sports game on the Dreamcast.

Finally, The Rock has come back to *incite!* After another day of checking jabronies into the Smack Down Hotel – and I'm talking to you, Stone Cold and Triple H – The Rock likes to layeth the smacketh downeth on his brother-in-law, Hiram, and the rest of the WWF superstars in the video game world. Check out some The Rock's most recent exploits....

## You Smell it?

First off, The Rock is Impressed, and let me tell you, The Rock isn't impressed easily, with the potential of the Sega Dreamcast. There aren't enough games for the system right now to totally satisfy me, but the games I've played, especially the sports games like *Ready 2 Rumble Boxing* and *NFL 2K*, really get The Rock's juices flowing. I just went out and bought *NBA 2K*, and I've never, and The Rock means never, ever seen anything like it. From the players to the gameplay, there's only one word to describe it...electrifying. The next game I'm going to buy is *Get Bass*. When The Rock's not winning world titles, he's out on the lake. Fishing really gives me a release that I can't find anywhere else. I enjoy fresh water as well as salt water fishing and I'm slowly collecting some trophies for my wall. I guess when I get the game, though, the instant replays will be the only trophies I amass.

## The People's Team

Second, I want to send my condolences to the family of Walter Payton. Not many people know this, but the 1985 Chicago Bears are The Rock's all-time favorite football team. Let's call them The People's Team, and if there were anyone ever worthy of being The People's



Player, it would've been Walter Payton. My favorite game of 1999 was *Madden NFL 2000* for the PlayStation, and the '85 Bears are actually hidden in the game. To play as the Bears, and pay homage to Walter Payton, enter the code DOORKNOB at the Secret Code Entry screen.

## Candy Ass

Third, The Rock wants to direct some comments toward D'Lo Brown. How dare you try and step to The Great One about his video game skills in the premiere issue of *incite!* If you have the testicular fortitude, you'll drag your monkey ass into The Rock's mansion in Miami, pick up a controller, and get ready for the biggest ass kicking of your life. Bring any game you like, *NFL 2K*, *WWF Wrestlemania*...it doesn't matter what your game is! The Rock will have you pissing your pants as The Great One slaps your stupid head waggle back into place. D'Lo, I know your column is next month, so know your role and watch your mouth!



## World Wrestling Federation

Check out The Rock, D'Lo Brown, and all of the WWF superstars live on tour when they come to a town near you. Here's a list of the WWF's scheduled events for the month of December:

Date	Location	Tickets
12/4	New York City	212-307-7171
12/5	Hartford, CT	860-525-4500
12/5	Albany, NY	518-476-1000
12/6	Worcester, MA	508-931-2000
12/7	Boston, MA	617-931-2000
12/12	Ft. Lauderdale, FL	305-358-5885
12/13	Tampa, FL	813-287-8844
12/14	Tallahassee, FL	800-322-3602
12/20	Houston, TX	713-629-3700
12/21	Dallas, TX	214-373-8000
12/26	Charlotte, NC	704-522-6500
12/27	Greensboro, NC	336-852-1100
12/28	Raleigh, NC	919-834-4000
12/29	Nashville, TN	615-255-9600
12/30	Memphis, TN	901-525-1515

Be sure to watch the WWF every Monday night at 9:00 PM on USA for *Monday Night Raw* and every Thursday night at 8:00 PM on UPN for *WWF Smackdown*.

For additional information on The Rock and the World Wrestling Federation, you can visit the following web sites:

[www.wwf.com](http://www.wwf.com)  
[www.therock.com](http://www.therock.com)

## NEXT MONTH

Find out how to win autographed action figures from The Rock and D'Lo Brown.

If you smellelelelelelell what The Rock is cooking!!!!!!!



# WANTED:

## THE WHEELMAN.

BY MIAMI • NEW YORK • SAN FRANCISCO • LOS ANGELES POLICE DEPARTMENTS



SUSPECTED WHEELMAN SHOWN HERE

evidence items

eyewitness comments:

"...A HIGH SPEED THRILL RIDE!"  
Newsweek

"IF YOU'RE A FAN OF WHITE KNUCKLE  
DRIVING ACTION, LOOK NO FURTHER."  
NextGen

"BUY IT!"  
Maxim

"...HIGH SPEED ACTION MAKES IT A  
RIDE YOU WON'T WANT TO MISS..."  
GamePro

"ONE OF THE MOST ENTERTAINING  
CAR GAMES AROUND."  
Official PlayStation Magazine

**DRIVER**  
YOU ARE THE WHEELMAN™  
DRIVER.GTGAMES.COM



evidence photos courtesy of driver game player



evidence photos courtesy of driver game player



evidence photos courtesy of driver game player

EVIDENCE



CASE DATE 1972

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**COVER STORY** TOMORROW NEVER DIES

# Bonds

## Have MORE Fun

With a new flick in the theaters and 007 hype at fever pitch, **Tomorrow Never Dies** will surely sell like hotcakes. But can it outgun GoldenEye?

By Annette Cardwell

Halle Berry's hair by Christian Dior; makeup by Deborah Lippman; jewelry by Roberto Cavalli; shoes by Jimmy Choo; boots by Prada; corset by Stormy Weather; black leather combine top by Miu Miu; gloves by Gucci; watch by Audemans Piguet; ring by Cartier.

With a new flick in the theaters and 007 hype at fever pitch, **Tomorrow Never Dies** will surely sell like hotcakes. But can it outgun GoldenEye?

By Annette Cardwell



**A** devastating ladies' man, a gadget-loving thrill seeker, and a chillingly efficient killer

who's always the one left standing – he is the composite of every male fantasy. And, with his irresistible confidence, a seductive air of danger, and storybook white-knight heroism, he's also got the female audience swooning at his patent leather-shod feet.

His name is Bond, James Bond; and, despite cultural boundaries and social changes over time, including – gasp – the feminist movement, this suave British secret agent still managed to kick it with such notorious babes as Honey Ryder and Pussy Galore, knock back his share of martinis, and still save the day across four decades. His films draw in viewers from all generations; while they portray heavy-handed womanizing and brutal death, they're never thought of as gratuitous, and any excess is tempered by witty one-liners and a civilized British manner.

Throughout his illustrious career, he's survived battles with a rotund Korean assassin armed with razor-sharp headwear, a giant with a cutting set of chompers, and a femme fatale who uses her lethal thighs to put the squeeze on the men she beds. He also escaped near death from a bisecting laser beam, a pool of hungry sharks, and, yes, even Grace Jones.

Nothing's too outrageous in the world of James Bond, and his fans loyally flock to each new film to see just how he'll survive yet another harrowing expedition. That formula is why this cultural icon will sail easily into the new millennium, and is also why the Bond franchise is a game developer's wet dream.

Just in time to coincide with the release of the 19th Bond film, *The World Is Not Enough*, hungry fans that have

*Continued on page 44*



Continued from page 43

waited three years since the last Bond game's release are both shaken and stirred at the prospect of finally getting their hands on a new interactive 007 adventure.

Needless to say, expectations are high for *Tomorrow Never Dies*. Forget the fact that the game's movie namesake is the highest grossing Bond film to date. More importantly, this second Bond-inspired game can't avoid being compared with its hugely popular predecessor, *GoldenEye 007* for Nintendo 64, which ended up being the most purchased video game of the year for 1998, selling over 1.6 million copies. While new license-holders Electronic Arts get the honor of picking up such a lucrative series, they also have the daunting task of following up a title that so many gamers have played and staunchly love.

Their chosen tactic is to completely ditch the familiar and start over. Much like Jan Brady's attempt to fight middle-child syndrome by donning a brown afro wig to distinguish herself from her blonde sisters, *TND*'s developers made big changes to set their junior apart from its behemoth older brother.

"Co-developers MGM Interactive and Black

STOP THE

As seen in the film, Bond puts the squeeze play on this baddie in the press room.

IN THE LINE OF

Bond's automatic targeting helps him zero in on Carver's guards in this lobby shoot-out.



They knew that [*GoldenEye*] was a good product. The team really set out to do something particular for the **PlayStation**, as opposed to just trying to copy *GoldenEye*.

Ops were trying to go for a more complete Bond experience," says *TND* product manager Albert Penello. "They knew that [*GoldenEye*] was a great product. They really set out to do something particular for the PlayStation, as opposed to just trying to copy *GoldenEye*."

They switched platforms, shifted from first-person shooter to a third-person *Tomb Raider*-style adventure, added in a ton of film footage, and even inserted a full-blown title sequence that includes swimming, shapely feminine silhouettes and the entire movie theme by Sheryl Crow. Bond gets to ski (are we talking about the same movie?), drive his BMW 750 iL, and even ends up getting the girl. Coolest of all, gamers can even be the girl in one level playing as Michelle Yeoh's Wai Lin. Unfortunately for those Yeoh lovers out there, Wai Lin is dressed "down" in some kind of Gap-inspired get-up. Sorry, no catsuits.

The plot loosely follows the film's storyline, with Bond going up against media baron Elliot Carver, but also reaches back into 007 lore to pull out references to classic Bond moments like the Union Jack

parachute from *The Spy Who Loved Me*. "Maybe you didn't see these things in the (*TND*), but these are all things Bond does," explained Penello. "You can sort of imagine that they happen within the context of the story. It makes sense that if he's in snow in the beginning of the movie, then he may have skied there to confront the bad guys. We had to take a couple of liberties to add in cool gameplay twists."

If all this doesn't sound

Continued on page 47



ARE YOU BEING SERVED? Agent 007 does a little bartending with his trusty PK7 in this battle at the Hotel Atlantic.



Bond takes apart the control room aboard Carver's ship.



## How about a little frag, baby?

From the emblematic to the unusual, 007 always comes equipped to finish the job. Here's a sample of the high-powered armory you'll have at your disposal in *Tomorrow Never Dies*.

### PK7 with Silencer

You've seen it in every film. It's the classic, M16-standard-issue Bond gun. This is the only firearm in the inventory that won't run out of ammo, and its silencer comes in handy when trying to perform some stealth moves.



### Sniper Rifle and Infrared Scope:

Nothing's quite so empowering as picking off bad guys through the scope of your sniper rifle. This important piece gives you the advantage before heading into enemy-infested areas. Use the infrared when stalking your prey at night.



### Automatic Weapons

The most rapid-fire weapons are left behind by enemies and can be killed off. The other two are also automatic weapons; the Auto 9MM being a handgun, and the SMG a sub-machine gun. Make sure you reserve these noisy blasters for areas where stealth isn't necessary.



### GL 40 and Rocket Launcher

Once you get these fiery goodies away from two game bosses, their damaging benefits become yours. The GL 40 grenade launcher kicks Carver baddie butt, and the Rocket Launcher helps Wai Lin take out roadblocks.



Wai Lin's hand holsters by Phoenix; footlocker, silver silk combat vest by Elaine Yau; handbags at Bonditron; silver leather "barbarella" hood by Lushiny; boots, flower scarves and hair with crystals by Akimoto; all items from Akimoto



## License To Thrill

### It's a chopper, baby!

Handcuffed together, Bond and Wai Lin perilously race over the rooftops of Sui, while pursued by a helicopter. The chase ends with a the duo making a slide just under the chopping blades of the helicopter, and hooking the big boy for an explosive ending.



### Double trouble

Once on board Carver's stealth boat in the film's final action sequence, Wai Lin finds herself taking on some trigger-happy baddies. In situations like these, a pair of Uzis always seems to do the trick.



### That's no bungie

After escaping nasty torture at the hands of Carver henchman, Stamper, Bond, and Wai Lin make a break for it with a harrowing jump from the roof of the Carver Tower, ripping a banner all the way down.





Continued from page 44

Hollywood enough for you, the developers have tried hard to model the game's characters to resemble actors from the film, especially in the case of Pierce Brosnan, Terri Hatcher, and Yeoh. Most of them bear a slight similarity with the exception of a very poor Jonathan Pryce. The voices are slightly less convincing, but the real sound treat is the revamped, hard-driving, and often loud remixes of the Bond theme that serve as the soundtrack.

With all that glitz, *Tomorrow Never Dies* looks and sounds more like an interactive movie than a game. But, all this pretty window dressing can't cover up the fact that this game looks half-finished. Perhaps in a final push to get *TND* in the stores to coincide with the new film's release, the game's visual quality and some could-have-been features fell by the wayside.

Graphically, *TND* looks sloppy, and, while some of these issues can be attributed to the limitations of the PlayStation, flubs on details such as the lack of fingers on Bond's mitten-like hands just makes the overall product come across as a shoddy job. One avoidable annoyance is the game's "transparent" option, which turns Bond or Wai Lin clear when your behind-the-head view



**STAYING THE COURSE** Just before escaping with this nuclear jet, Bond wreaks a little havoc at this arms base.

Maybe you didn't see these things in **Tomorrow Never Dies** but these are all things Bond does. We had to take a couple of liberties to add cool gameplay twists.



**QUICK ACTION**  
One of Carver's baddies avoids Bond's automatic targeting with a little duck-and-roll action.



**HIDDEN LOVE**  
A Carver assassin takes cover behind these radar screens in the stealth boat control room.

can't see a target for your body. Unfortunately, they will often go clear when you need them the most, like on stairs or on a sniper turret. So, you may want to turn this distraction off ahead of time.

The game's biggest missed opportunity, however, has to be its shameful lack of martial arts fighting — especially when you consider that Hong Kong martial arts star Michelle Yeoh is one of the game's two playable characters. The only moves Wai Lin or Bond can perform sans firearms are a couple of weak karate chops. With all the fuss over how to set *TND* apart, a little fighting-game element could have added a whole new dimension to what is a fairly flat game.

The weapons represent a fine array of Her Majesty's secret arsenal: your trusty PK7, sniper rifle, sticky mines, and eventually a bazooka. By far, the dumbest weapon has to be the "razor ski poles" that you're expected to thrust at your opponents in the two ski levels; but, in the driving segment, James' Beemer has been Q-equipped with machine guns and heat-seeking rockets that more than make up for the lame pole combat.

As is expected in any Bond-related venture, you'll have access to more clever Q-enhanced gadgets, including laser cuff links, a fingerprint scanner, and satellite link camera. But, instead of being

Continued on page 48



**GOING DOWN** Bond PK7 interrupts this little Carver goon card game.



**SEEK AND SEIZE** Infra-red scopes help Bond track targets in the dark.



Continued from page 47

integral parts of the game, each of these high-tech toys are used on only one level usually to complete a single objective. In the Carver Media Tower escape, you're allowed to use those cuff links to laser your way out of your cell, but why not let Bond use that weapon to blast the guy who fires on him the minute he escapes?

Seeing as both of *TND*'s main characters are spies, the game does include the obligatory stealth option that's intended to allow James and Wai Lin to creep up on enemies and duck and roll behind objects. But there's nothing too sneaky about this feature. Since you can't do really covert maneuvers like slink along walls or peer around corners (as seen in the stealth masterpiece *Metal Gear Solid*), the only payoff is just avoiding being shot right away. Otherwise, just hope you get that sniper rifle and can

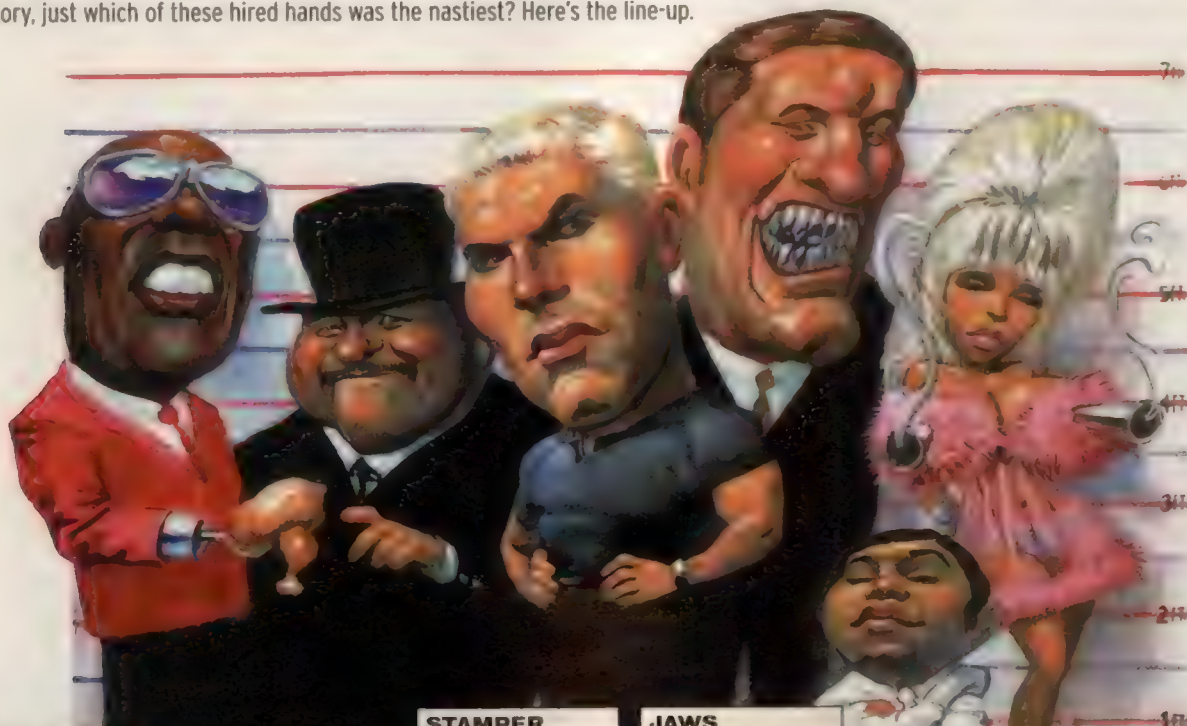
THE TND IS

Bond takes on Carver henchman Dr. Kaufman in his attempt to rescue Paris from the Hotel Atlantic.



## The Unusual Suspects — Jaws, Claws and Pink Bras

The henchmen are always the baddest and most colorful part of the Bond movie formula. Looking back on Bond (and Bond knock-off) film history, just which of these hired hands was the nastiest? Here's the line-up.



### TEE HEE

**Movie:** *Live and Let Die*  
**Boss:** Kananga  
**Weapon:** A hook hand  
**Best Line:** "The other's twice as simple. You just put your hand in his mouth and pull his teeth out."  
**Toughness factor:** 4.  
 Bending guns in half and snipping off fingers definitely puts him up there.

### ODDJOB

**Movie:** *Goldfinger*  
**Boss:** Auric Goldfinger  
**Weapon:** A killer bowler hat and superhuman strength.  
**Best Line:** "Ah, ha!" Well, he was a mute.  
**Toughness factor:** 5  
 Remember what he did to that golf ball?

### STAMPER

**Movie:** *Tomorrow Never Dies*  
**Boss:** Elliot Carver  
**Weapon:** Inability to feel pain and all those torture tools  
**Best Line:** "I owe you an unpleasant death, Mr. Bond."  
**Toughness factor:** 4.  
 Genetically engineered to not have nerve endings.

### JAWS

**Movie:** *The Spy Who Loved Me and Moonraker*  
**Boss:** Karl Stromberg  
**Weapon:** Powerful set of razor-sharp steel teeth  
**Best Line:** Yet another mute. Pronouncing "th" could be very painful.  
**Toughness factor:** 5.  
 This giant took on a great white shark and bit through a cable car wire.

### NICK NACK

**Movie:** *The Man with the Golden Gun*  
**Boss:** Scaramanga  
**Weapon:** A very small gun.  
**Best Line:** "Da plane!" oops, wrong role.  
**Toughness factor:** 1  
 Can you take a 3-foot-tall assassin seriously?

### FEM-BOTS

**Movie:** *Austin Powers: International Man of Mystery*  
**Boss:** Dr. Evil  
**Weapon:** Machine-gun jubbies  
**Best Line:** "You can't resist us, Mr. Powers."  
**Toughness factor:** 2  
 All it took was a little Austin Powers mojo to put them out of commission.

Illustration by Fred Harper





**HOW THEY COMPARE:** Wai Lin takes out some roadblocks with her new bazooka while an innocent bystander cowers nearby.

pick off those enemies from a safe distance.

Some of you may want to sit down for this bit of bad news. For anyone psyched for a multiplayer mode (and you know you are, you *GoldenEye* freaks), there isn't one. This Bond title is not a first-person shooter, so deathmatch play—according to EA—wasn't part of their plans. However, *Win-back* uses multiplayer to really boost their playing hours and enjoyment, so maybe investing more time in developing a multiplayer mode could've increased *TND* coolness level.

Now that you've gotten over that no-multiplayer trauma, focus on making the best of the game in hand. So, just how challenging is *Tomorrow Never Dies*? From early on, most of the baddies are pretty difficult to force down. They will strafe, roll, and duck to avoid your fire, so you have to

rely on the handy automatic targeting system and R1-button aiming. For added accuracy, hold down the triangle button with R1 to have James aim for the head. This attack is especially useful against one grenade-firing boss in the final mission.

The game's 10 missions take Bond to exotic locales, from snowy Russia to a stealth boat in Ha Long Bay. Instead of reading through your mission briefings as seen in *GoldenEye*, *TND* tries to incorporate more of a movie feel by having each mission delivered by a Judi Dench-sounding M. These objectives and other game options are stored in your handy pocket organizer. It may sound slightly less Q-ish



In the grueling Wai Lin level, I finally manage to get the rocket launcher away from the sub-boss without sacrificing any lives. But, as I head out to blast away some barricades, I have to use one of my last health kits to get me through the tough, accurate barricade gunmen. Just as I'm about to face off against the damaging helicopter with just a thread of health left (Wai Lin was actually limping), I serendipitously discover one of the game's secret areas, thanks to a little rocket firepower. Powered up with lots of health kits and heavy armor, I head off to finish the level.

Annette Cardwell

than *GoldenEye*'s wristwatch interface, but it's crisper looking, and easier to use. While the levels run on the shorter side, you can switch to expert 007 mode for more to do and a larger number of stronger, smarter enemies. For an even greater test, try finding some of the secret areas that hold extra body armor, ammo and lives.

This second title to carry the 007 brand is more of the gaming equivalent of *Never Say Never Again* than *Goldfinger*. But, its classic Bond movie elements make it entertaining and sure to win over fans. EA is supposedly already working on a new game based on this year's film. Until then, though, *TND* will most likely charm this year's crop of gamers like James working yet another sexy conquest. **D**



**HOW THEY COMPARE:** After getting the grenade launcher, Bond has no problem clearing out guards.



**HOW THEY COMPARE:** Bond's Beemer is fully loaded Q-style for this driving game.

## The Verdict

### HOW THEY COMPARE

#### ■ METAL GEAR SOLID

The first game to preach "Stealth shall save thee ass." A spy-adventure classic.

#### ■ SYPHON FILTER

Filled with cool weapons and well thought missions, this spy thriller would test even Bond.

#### ■ TENETU

Avoiding the battle is usually the best strategy in this tense but fun ninja stealth adventure game.

#### ■ TOMORROW NEVER DIES

The latest game to be inspired by the world's most famous secret agent is entertaining in *EA's* best to date.

#### ■ TOMB RAIDER III

While this Lara title gives its busom star some new outfits or hards, we've seen it before.

### GRAPHICS

■ With its grainy look and poor attention to detail, *TND*'s visuals need a Bond-magnitude rescue.

0 1 2 3 4 5

2

### SOUND

■ While the music can be repetitive and deafening at times, the game's soundtrack is pretty impressive.

0 1 2 3 4 5

4

### CONTROL

■ Much like *Syphon Filter*, the controls are a little erratic, but become functional once you get used to them.

0 1 2 3 4 5

3

## Tomorrow Never Dies

**PROS:** All those great Bond touches from the movie clips to that immediately recognizable theme music.

**CONS:** Its half-baked look, and daring to use a Michelle Yeoh character that can't even kick.

### OVERALL

Bond fans are bound to scope out this new game but may be let down after three years of waiting.

**3**  
OUT OF 5

★ ★ ★



**"They liked my attitude that women, when they're tough, don't have to be a bitch."**

## Female Bonding

**M**ichelle Yeoh is the first lady of Hong Kong action. After tangling with masters Jet Li, Sammo Hung, and Jackie Chan, she conquered western bad boy James Bond in *Tomorrow Never Dies*. Now, she's chopping and blasting her way through her first video game.

Michelle reflects on her first time being pixellated, crashing through windows face first, and how to be tough without being a bitch.

**What do you think of *Tomorrow Never Dies*?**

Well, I'm not really a gamer. The problem, for me, is finding time to play. After seeing this game, I realize you need time to be really good. You have to find all the hidden elements.

**So, how did it feel seeing yourself pixellated?**

Wild. Really surreal. I kept saying, "Ah, look at me?" But, I hated to be shot at! I keep going, "Uh! Uh!" when I'm shot. I also didn't like dying. You know, I think I need to practice with Pierce. Let him get shot and die!

**Maybe it's time for your own game, just like your old co-star Jackie Chan.**

We're hoping to have our own game soon. These days, every movie you do can go branch off into a game.

**Would you do a martial arts game?**

Oh yeah. Definitely. I don't know how I would do it, because right now most of them are quite bloody.

**Did you ever foresee yourself being Asia's highest-paid, most famous actress?**

No, dance was my first passion. But then I had a bad back injury that set me back as a dancer. I had a minor in drama – my first introduction to acting – but I hated it. So, I never thought I'd end up an actress.

**Just how is performing crazy stunts in kung fu movies less strenuous than being a ballet dancer?**

Actually, it's much less [strenuous], just much more risky and dangerous.

**After school, you were crowned Miss Malaysia, which opened doors for you. How did you go from beauty queen to martial arts movie queen?**

When a commercial came up with Jackie Chan, I went over to do it. Next thing I knew, I was being offered a film contract. I thought, "Why not?" But my first film was an action comedy with Sammo Hung, and the guys were the only ones who were in the action. If you look at films at that time, it was very male dominated.

**Even Jackie Chan said women shouldn't be doing action stunts – apart from you, of course.**

He's a very traditional macho man. The man protects the woman, so why should the woman fight or have to know how to fight? But, times have changed. Now, I think he knows.

**What's the craziest stunt you've ever done?**

The craziest was probably my very first stunt. I was hanging off the first floor balcony by my legs. I go in through a pane of glass with my face, trying to grab two guys cutting at me with swords.

**Who'd win in a fight: Jet Li, Sammo Hung, Jackie Chan, Chow Yun Fat, Pierce Brosnan, or you?**

Oh, they'd all be at my feet! They're all such gentlemen. They would never fight me. That would make one hell of a movie, though. Wonder Seven plus Michelle Yeoh. **Let's get into Bond. How did you feel when they approached you to be a new Bond girl?**

Flabbergasted, at first. A producer at MGM/UA said, "You know, you'd be perfect as a Bond girl." They were thinking of Bond as a man of the '90s, and they wanted (a Bond girl) on par with him, not just a femme fatale. She had to be someone fighting against him the whole time. They liked my attitude that women, when they're tough, don't have to be a bitch.

They can be tough, smart, sexy, and feminine all at the same time.

**How much did you play a role in shaping the character of Wai Lin?**

They really wanted me to be part of the growth of this character. When I came on the set doing martial arts, this was something different for them. So, they let us bring in our crew from Hong Kong with my stunt coordinators. They even let us choose the name.

**So, you didn't want to end up with something like *Pussy Galore*?**

[laughs] I think they've grown out of that.

**How has life changed since becoming a Bond girl?**

Definitely much more glamorous. It's put me on the map, because now I'm part of this long, admired legacy.

**Who's your favorite Bond?**

Oh, that's a very unfair question. Pierce, most definitely. But, Sean Connery is the original. Without him, there wouldn't be a Bond legacy today.

**There's been talk that MGM is developing a movie just for you.**

Yeah. Hopefully, that will come out very soon. But we're also talking about me being in another Bond movie! It would be fun for me to come back and say, "Oh Bond, our paths cross again. Get off my turf, buddy!"

**So, what's next for you?**

*Crouching Tiger, Hidden Dragon*, directed by Ang Lee with Chow Yun Fat. Yuen Woo Ping – who worked on *The Matrix* – is also on our film. After that, *Mint Condition*, produced by John Woo and Terence Chang. The writers are in place, but we're still working on co-stars.

**And what about rumors you're in the *Final Fantasy* movie?**

That is a rumor. You know, I wish I were. It looks pretty hot. It would be fun. **E**





**Michelle's Top Action  
Films of All Time**

**THE KILLER**

"If it has to be Hong Kong action, then it has to be John Woo."



**ONCE UPON A TIME IN  
CHINA series**

"All these Jet Li films are classic."

**WING CHUN**

"It's just a lot of fun."

**THE THREE BROTHERS**

"Any of Jackie Chan's earlier films - With Sammo Hung and Biao Yuen. They were my first introduction to martial arts, and they're why I enjoyed action films. Jackie was funny and - at the same time - intricate."

Photography by Bradford Noble, Stylist: Danny O'Neill / Artist un Tied, Hair & Makeup: David Searle

White gold and Crystal silver star necklace, bracelet and earrings by Imposters at Imposters. "Elite" sterling/metallic leather shoe with crystal detail by Annie Klein at Macy's West. Silver square sequin gown by Sak's Fifth Avenue Evening Collection at Sak's Fifth Avenue



# A GRUDGE MATCH 65 MILLION YEARS IN THE



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The most vicious predators in history are back from extinction and ready to fight. Battle to the death against a Mega Raptor or 13 other savage dinosaurs. Crush objects and feast on edible power-ups in over a dozen arenas from The Lost World and Jurassic Park. Because when these flesh-ripping claws and bonecrushing jaws meet, the only instincts that matter are kill and eat.

# MAKING.



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[www.warpathgame.com](http://www.warpathgame.com)





“At 13,000 feet,  
your stove dies  
and you’re toast.


Check mine out. It’s super lightweight. Burns a little hot, but not too bad.  
It works great melting ice chunks for water at high altitude. I’d say it’s just as good  
as any of the turbo-jetted models, except when it comes to  
long-term simmering. Here’s one trick my buddy showed me.

First, prime the stove and burn it ‘til it’s hot. Then shut it off and make sure  
the flame is completely out. Next, remove the fuel bottle, release all the pressure  
reconnect the bottle, pump it two or three times and relight.

Big improvement. You can also use the lid from a cookset  
as a defuser plate. Just put three small balls of foil between  
the lid and your cooking pot. Overall, it’s a good stove.

Still, I wouldn’t recommend it for beginners.”





We began as a place for hardcore mountain bikers to tell each other about great gear and killer rides. Now that same passion has inspired a growing family of enthusiast sites. People just like you air their unbiased, informed opinions about all kinds of products – from stereo speakers to strollers to camping stoves. They help each other separate great stuff from not-so-great stuff. They serve notice that a powerful independent voice for consumers has arisen, thanks to the Web.

**ConsumerREVIEW.com**

Got something to say?



WELCOME  
TO THE

# RACE

Killing time before a show, the members of **Filter** got into some four-way races on **Crash Team Racing** to see who's the baddest in the band. Paul Semel ducked the flying controllers.





Three screams, a cheer, and a controller goes crashing to the ground. The guys in Filter have just finished another four-man race on *Crash Team Racing*, and three of them are not happy. But these guys are anything but *Crash* test dummies; they're very serious about winning these races, especially since the victor gets to keep the PlayStation they're playing it on.

Then again, it could just be a bit of healthy competition between four guys waiting to go on stage, or just the guys getting riled up while restlessly sitting around, waiting until it's their turn to blow the roof off the dump. Even so, tensions ran high throughout the competition, if only in a friendly manner. For example, when bassist Frank Cavanaugh got up to get a joint, and singer Richard Patrick demanded that he sit his ass back down, the two began yelling at each other angrily. And, it turned out, jokingly.

Even if they had been serious, though, Richard actually had no need to worry; Frank and the rest of the band – guitarist Geno Lenardo and drummer Steve Gillis – were enjoying this game too much to quit.



**RICHARD PATRICK**



**GENO LENARDO**



**FRANK CAVANAUGH**

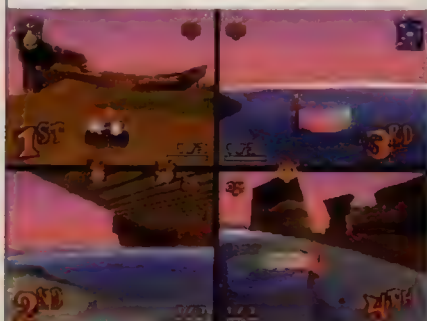


**STEVE GILLIS**

# Start yer engines!

## RACE 1 / CRASH COVE

<b>RICHARD</b>	<b>CRASH BANDICOOT</b>
<b>GENO</b>	<b>DINGODILE</b>
<b>FRANK</b>	<b>TINY TIGER</b>
<b>STEVE</b>	<b>DR. NEO CORTEX</b>



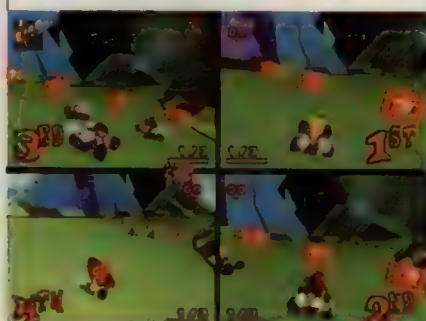
Realizing that the controller has a rumble pack in it, Richard began the race by screaming, "I'm f—ing happy!" and his enthusiasm led him to an early lead. However, he quickly lost both when his car fell in the water; a fate similar to the ones suffered by his bandmates who, at various times, got stuck on the boat, or turned around the wrong way. Losing the close race, Richard threw down his controller down in frustration, then ripped his shirt off with a guttural scream.

<b>FIRST PLACE</b>	<b>FRANK</b>
<b>SECOND PLACE</b>	<b>GENO</b>
<b>THIRD PLACE</b>	<b>RICHARD</b>
<b>LAST PLACE</b>	<b>STEVE</b>

"I feel gargantuan!"

## RACE 2 / ROO'S TUBES

<b>RICHARD</b>	<b>N. GIN</b>
<b>GENO</b>	<b>COCO BANDICOOT</b>
<b>FRANK</b>	<b>DINGODILE</b>
<b>STEVE</b>	<b>TINY TIGER</b>



Now more accustomed to the controls, the race between Richard, Geno, and Frank was, at the beginning, rather tight. Steve, however, continued having trouble staying on the course. By the end, though, the pack had spread out a bit, with Geno crossing the finish line far ahead of everyone else. Again, the agony of defeat had Rich slamming his controller to the floor with an "I can't take it!" before he mockingly tried to strangle Geno.

<b>FIRST PLACE</b>	<b>GENO</b>
<b>SECOND PLACE</b>	<b>RICHARD</b>
<b>THIRD PLACE</b>	<b>FRANK</b>
<b>LAST PLACE</b>	<b>STEVE</b>

"I feel like a God on the fifth day."

## RACE 3 / TIGER TEMPLE

<b>RICHARD</b>	<b>CRASH BANDICOOT</b>
<b>GENO</b>	<b>PURA</b>
<b>FRANK</b>	<b>N. GIN</b>
<b>STEVE</b>	<b>TINY TIGER</b>



Noting that "there has to be some recovery time," Richard changed the number of laps from three to five. As a result, Richard and Frank spent much of the race battling it out for first, while Geno stayed a distant third and Steve pulled up the rear. By the fourth lap, though, Richard had moved into a commanding lead, while Frank, suffering from missile blasts and TNT, fell to the back of the pack. As a result, Steve did not finish last, a fact he made everyone aware of by yelling, "Third place! F— yeah!"

<b>FIRST PLACE</b>	<b>RICHARD</b>
<b>SECOND PLACE</b>	<b>GENO</b>
<b>THIRD PLACE</b>	<b>STEVE</b>
<b>LAST PLACE</b>	<b>FRANK</b>

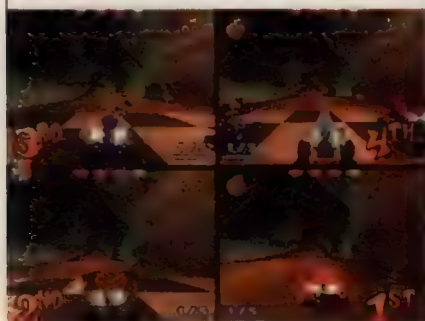
"Finally, my reign of terror has begun."





## RACE 4 / MYSTERY CAVE

RICHARD	CRASH BANDICOOT
GENO	POLAR
FRANK	TINY TIGER
STEVE	N. GIN



With tensions running high, Richard, Geno, and Frank hit the starting gate eager to cross the finish line first, while Steve just hoped he wouldn't come in last again. However, what began as a tight race quickly fell apart, as all four drivers had trouble staying on this twisty course. This didn't damper anyone's fighting spirits, however, as evidenced by a missile-wielding Richard, who threatened Frank with what turned out to be an empty threat: "You're going to die, motherf—er."

FIRST PLACE	FRANK
SECOND PLACE	GENO
THIRD PLACE	RICHARD
LAST PLACE	STEVE

"I'm finally getting the hang of this."

## FINAL / PAPU'S PYRAMID

RICHARD	CRASH BANDICOOT
GENO	DR. NEO CORTEX
FRANK	N. GIN
STEVE	POLAR



Taking on this course proved tougher than the guys expected, with all four being eaten by the giant Venus Flytraps, who are still bitter that this is the only job they've landed since *Little Shop Of Horrors*. Even so, Frank did manage to take and keep the lead, only to lose it badly after falling off the course twice in rapid succession.

FIRST PLACE	RICHARD
SECOND PLACE	GENO
THIRD PLACE	STEVE
LAST PLACE	FRANK

"This is my world."

## SUDDEN DEATH TIE-BREAKER / N. GIN LABS

RICHARD	CRASH BANDICOOT
FRANK	N. GIN



Rubbing the PlayStation, Frank notes how good it will look on his coffee table. However, Rich's determination to not let this happen is overwhelmed by the tough and twisty course. Though both suffer the Daffy Duck-like indignity of being squashed flat a couple times by the large roller, Richard actually gets abused more during this race, as he falls off the course at the same turn six laps in a row. Even so, it was the tightest race all day, with Frank only beating Rich by a few seconds.

FIRST PLACE	FRANK
LAST PLACE	RICHARD

"Genius.  
Gargantuan."



# FINAL THOUGHTS

## GENO

"It's good. You just have to know how to control your vehicle and which characters are good, because I experimented with some different characters, and I got burned a couple times."

### **Favorite character:**

Dr. Neo Cortex

### **Favorite course:**

Papu's Pyramid

## STEVE

"I loved it, it was fun. I was starting to get a little better; I went from fourth to fourth to third to fourth to third, so that's all right."

### **Favorite character:**

Polar

### **Favorite course:**

Papu's Pyramid

## FRANK

"It was a very fun game. And once you know how to use the brakes, it's even more fun."

### **Favorite character:**

N. Gin

### **Favorite course:**

N. Gin's Lab

## RICHARD

"The game is very, very good. I'm going to play this until I have to go on stage. The reason why I like it is that there's so many courses, and it's just fun to play. Some games are just so hard to play - I hate that."

### **Favorite character:**

Crash Bandicoot

### **Favorite course:**

Roo's Tubes







It goes 0-60 almost as fast as it goes 0-360°

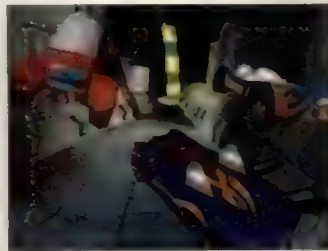


Slide behind the wheel and fire up one of the 40 most notorious, trick racers ever imagined. Rides like the Twin Mill™, JetThreat and Red Baron™. Pull airborne endo's and spins for the first time ever over 10 move-it-or-lose-it obstacle courses. Tracks paved with Loop-the-loops, Criss-cross's, Danger-changers plus some serious road hazards. It's pedal-to-the-die-cast-metal racing.

And the exact opposite of everything they'll  
try to teach you in Driver's Ed.  
[www.ea.com/hotwheelsgame](http://www.ea.com/hotwheelsgame)



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# Hail to the King, Baby

Addictive driving gameplay in a go-anywhere environment? Hold tight, *Crazy Taxi* is going to be a bumpy ride.

■ SYSTEM Dreamcast/Arcade ■ PUBLISHER Sega ■ DEVELOPER Sega AM3 ■ THEME Lunatic driving in bouncy '50s motors ■ PLAYERS 1 ■ AVAILABLE February

## INSIGHT

**Q.** Whoa. Pretty.

**A.** Now imagine these visuals, complete with reflective lighting and a huge field of vision, zipping along anywhere as fast as the human eye can follow.

**Q.** You mean I can go down any side street I want?

**A.** This ain't *Test Drive 6*, pal. Every road can be driven down.

**Q.** You talkin' to me?

**A.** The only talkin' you'll be doing, Travis, is to your rides as they lurch around the back of your car.

Imagine a game that grabs the most entertaining aspects of *Driver*, *Grand Theft Auto*, and the classic *Outrun*, and then slots in bumper-car style dodging at the wheel of a '50s Cadillac in a huge city. This is *Crazy Taxi* – a land of fantasy cab driving where the car seats aren't sticky and the only faint wafting stench of urine you'll smell isn't from the driver, but from your own lack of bladder control as you check out the luxuriant visuals in drooling wonder.

The first time you take your own *Crazy Taxi* out for a spin, you'll fully understand why the game was once used as a technical demonstration to showcase the computational power of the Dreamcast. We've recently finished ogling at the sights and chortling at the sounds of a straight arcade conversion of the game – without any of

the extra features that the final game will bring – and the phrases “holy crap,” “would you look at that,” and “watch out for that trolley car” served as a mantra for the gaming we experienced.

But before all that lunatic-at-the-wheel malarkey, there's your wheelman alter ego to select. Once the “kerazy” announcer jostles you through the character selection screen, one of four “wacky” drivers can be selected. Choose from the green-haired Axel, with great all-round performance in the jalopy department. Or perhaps you'd prefer the stylings of B.D. Joe, whose fly ride zips about the tarmac, but stops short on grass. Then there's the super-cool Gena, with her forceful acceleration that only splutters when obstacles cross her path. Finally, the rather disheveled Gus – the nearest stereotype to a real cabby that the game offers –

who plows through barriers faster than Kelsey Grammer on a coke binge.

After a quick panning shot around your vehicle, your frantic race begins – and it's at about this time you realize that technology has finally caught up with your dreams. Well, as long as your dreams involve driving like a maniac through crowded streets in a



**RIVAL TURF** Landing from a ramped jump, Gena sideswipes another taxi.





**COMBO BREAKER** Increase cab fares by completing a series of crazed maneuvers.

'50s Chevy convertible, because that's what you'll be doing. You'll learn to drive - *World's Scariest Police Chases* style - around, over, and even into bustling traffic without interference from the black-and-whites. In fact, your overall objective is to obtain a prized license by picking up as many people as possible.

But easy there, Charlie Sheen, we mean picking up fares and depositing them at their destination after the wildest ride possible. Such people are easy to spot: they have a rotating dollar sign above their heads, a "sidewalk aura" which

Pregnant women screeching in delight, punks babbling excitedly, and even a priest ecstatic enough to exclaim, "You're one hell of a driver!" as you drop him off at church.



**DOMINANT JEANS** Axel leaps from the parking lot, and aims for the Levi sign.



**STEP ON THE BRAKES, STEP ON THE GAS** Despite a nasty case of undercarriage chafing, a powerslide wins you time and respect.



**JAMMING IT** B.D. Joe and his baseball passenger weave through cross town traffic on the way to the game. Note the draw-in distance and suspension physics on the car.

your cab must penetrate to pick them up, and they holler "Taxi!" as you zip by them. They're even color-coordinated, from the red fares requiring a mini-jault across a couple of blocks to the few fabled green passengers in need of an across-town dash. Each fare adds seconds to your game time, and there are bonus seconds to collect for a quick journey. If you chauffeur your excitable ride with seconds to spare, he'll congratulate you and grant you a time bonus. If you hit three or four parked cars, ram a tree, scare the bejesus out of your traveler, and run out of time, your passenger becomes overly freaked and bolts from the still-moving vehicle into a possible skin-shredding tarmac entanglement.

Your rider also gets rather vocal if your driving technique takes a turn for the masochistic, piping up with one-liners such as "Can't you watch where you're going?" and "Whoa!" This backseat commentary takes a turn for the enthusiastic when you scrape past vehicles without a head-on collision, with pregnant women screeching in delight, punks babbling excitedly, and even a priest ecstatic enough to exclaim, "You're one hell of a driver!" as you drop him off at church. All this caterwauling is barely heard over suitably manic tunes by The Offspring (*All I Want* and *Down the Line*) and Bad Religion (*Ten in 2010* and *Hear It!*), which heighten the

rush even more.

Although the sidewalks are intensely populated with possible fares, some passengers insist on a more novel pick-up point. Drive off a second floor parking lot and you'll find someone standing on a roof canopy. Drive into a shopping mall and the place scatters, save for three or four vehement hitchhikers. There's even some off-roading in the ocean - avoid the killer whale, try not to flood your engine, and pick up a snorkler; he's in need of some fried chicken from the Colonel... or some pizza from the Hut. Or some stylin' Fila clothing.

Yes, Sega has partnered with huge conglomerates to provide a more realistic city atmosphere for the gamer and blatant free advertising for the sponsor, and it works: The realistic KFC drive-thru heightens the sense of being in a real city, and we tried the new Zinger burger

*Continued on page 64*



**LEAP FOR THE LORD** A priest abandons cab and takes his chances with the tarmac





**A WHALE OF A TIME** Avoid Shamu on your underwater quest to secure a snorkle fare.

Continued from page 63

afterwards. Other locations without corporate placards everywhere included a baseball stadium, the Omasus Hotel, and even a church, bringing the available destinations to 32. This non-linear city is huge, with a freeway to cruise down, San Francisco-style hills to leap off,

There's even some off-road-ing in the ocean — avoid the killer whale, try not to flood your engine, and pick up a snorkler.

crates and phone kiosks to barrel through, and, better yet, no loading times.

But it's getting to these destinations while extorting the largest amount of cash out of your ride that's set to add the replay value to the game. Trying to ignore the reflective lighting off the cars, the dozens of cars moving simultaneously, the realistic townscape, leaps and jumps, and the fast-as-your-eyes-can-keep-up fluidity of the game is one thing. Creating cab "combos" is quite another. Perhaps the most innovative feature of the game, your lane-changing and pedestrian-dodging skills lead to near-miss "combos" which multiply until you either mistime a corner and plough into a hot dog vendor or reach your target building — after which extra money changes hands.

This is the key to collecting enough money for a class "A" license.

Once professional enough to pick up and deposit numerous passengers, the learning curve of the game ups the stakes. Before, the simple controls — analog stick to turn, left shoulder button to brake, right to accelerate, B button to



**JUGGERNAUT PUNCH** Without seatbeats, a wrong-way freeway dash turns nasty.

## What the hail? Just who's the craziest taxi driver?

Let's face it, taxi drivers are generally a pretty crazy bunch. What with the raving political rants in a foreign tongue, the questionable haberdashery choices, and the permanent five o'clock shadows, it's tough to pick just one cabbie as the craziest of the lot.

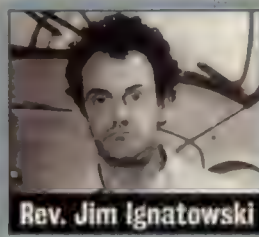
We're the sort of folk who bad-mouth a group of people and single out one of them as a representative of the whole. America must know: Who is the craziest taxi driver?



**B.D. Joe**



**Travis Bickle**



**Rev. Jim Ignatowski**



**Roberto Beghini**

	You can hail him in...	Crazy Taxi	Taxi Driver	Taxi	Night on Earth
Friends call him...	Just B.D.	Bob de Niro, Vito, Sir	Christopher "Stretch" Lloyd	Gino from <i>Night on Earth</i>	
Off the clock	Collects stamps, power walks.	Talks to himself in the mirror, collects guns.	Kicks back at Mario's, the nightspot he eventually bought and renamed Jim's Mario's.	Charms the world with his tenuous grasp of the English language.	
Cry for help	Blatant disregard for stop signs.	Takes Cybill Shepherd to a porn movie, goes on bloody rampage.	Arrested at the '68 Democratic Convention for stealing the decorations.	Talks to self, wears sunglasses at night.	
Kerazy quote	"Shut up and move yo' butt!" to passengers already seated. OK, so it's not that crazy, but we didn't have much to work with.	"I got some bad ideas in my head."	"You know the really great thing about television? If something important happens, anywhere in the world, night or day... you can always change the channel."	"I see by your outfit that you are a cowboy."	
So just who is the craziest cabby of all time then?	Aside from his take-no-prisoners driving style, B.D. really doesn't live up to his "crazy" reputation. No long, rambling speeches about what's wrong with this country. We've met crazier. ★★	Definitely certifiable in a homicidal maniac sort of way, but he's crazy-good – and we're looking for crazy-good. Not particularly loopy behind the wheel either. ★★★★★	Mild mannered behind the wheel, but still a millionaire raving lunatic with an artsy-craftsy bent and his own bar. A clear winner, but if Andy Kaufman ever drove a cab, it'd be a different story. ★★★★★	Obviously insane (did you catch the Oscars?), Gino not only talks like a mad man, he drives like one too. But he is Italian, so he's genetically predisposed to driving around like his hair's on fire. ★★★★★	





**TAKEN FOR A RIDE** B.D. Joe checks his impressive surroundings. (Clockwise from top-left) Your time left, the big direction arrow, the total cab fare, and your car's gear.

Soon enough, you'll discover that by combining the braking and accelerating in certain ways, powersliding, stopping on a dime, and even air drifting are possible.

drive, and A to reverse - served to instantly allow anyone to jump in and play. Soon enough, you'll discover that by combining the braking and accelerating in certain ways, powersliding, stopping on a dime, and even air drifting are not only all possible, but vital to save the professional taxi driver extra time and allow even more shrieks of excitement from your fare. Only by mastering around a dozen of these techniques will you achieve the ultimate - the "Crazy" license, only available after you've acquired over \$20,000 in one game.

Witnessing *Crazy Taxi* on the Dreamcast - even in this early stage - brought back all those memories of the great Sega coin-



**FARE ENOUGH** You'll do anything to get your passenger to his green destination.

ops of the past, where novel gameplay stemming from a simple premise ruled. Unable to be replicated on any other current home console system, the arcade game was an addicting dose of exquisite fun. And when the Dreamcast version hits, with all those extra features and VMU games? Prepare for the ride of your life.

- David Hodgson



**FINGER LICKIN'** Gena grabs chicken, while the Pepsi corporation grabs free publicity.



**SLIP SLIDING AWAY** Mid-air turns? Anything is possible in *Crazy Taxi*, including hitting lampposts and flipping other cars.



**OUTBACK STAKEOUT** Wait for a herd of giraffes, and chase them in a jeep.

## Get a Job

Sega knows when they're onto a money maker. Quietly moving away from the zombie cranial explosion simulators, Sega has committed itself to being career guidance counselors of young and old, as well as offering novel and non-violent gameplay into the bargain. *Crazy Taxi* was only the first in the *Real Life Career* series - here's what you'll be playing next in the arcades, and hopefully on your Dreamcast.

### Airline Pilot

Take one 747 Jumbo Jet and try to keep it airborne. The view is from the cockpit, and the flying's the easy part. It's the crashing that becomes problematic.

### Emergency Call

Take the *Crazy Taxi* formula and substitute bleeding and prone victims that require urgent medical attention. Then race to the hospital and try not to cause any more bloodshed.

### Jambo Safari

Not actually part of the series, but amusing nevertheless. Lasso giraffes from a jeep without your elephant gun. Just romp around the Serengeti tearing rare animals from their habitat.

### Brave Firefighter

Think *House of the Dead 2* with hoses. And no zombies. And more fire. Try not to asphyxiate as you squirt water on burning sofas.



**FLAME ON** You hold a real hose and point it at a rendered fire. Fantastic!



# The Future of Blowing \$#!% Up

Look for the Vigilante 8: 2nd Offense  
High Octane Comic Book from CHAOS!

All screen shots from Sega Dreamcast except for four-player shot from Nintendo 64

TEEN T LIMITED RATED BY ESRB NINTENDO 64 PLAYSTATION SEGA DREAMCAST

**CHADS!**



Sega  
Dreamcast

All screen shots from Sega Dreamcast, except for four-player shot from Nintendo 64



# is Here!

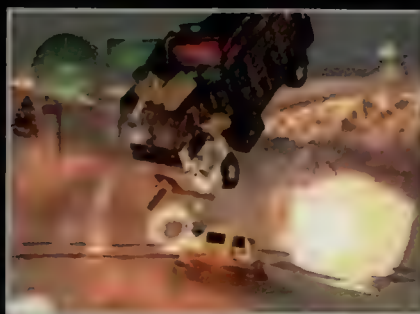


Standard Bure Prison Bus.



Fully Upgraded Bus with Moving Power-Up.

Now upgrade any *Vigilante 8: 2nd Offense* vehicle with extra speed, armor, target avoidance and more!



Get back on the bus for even more blistering, off-road auto combat. Includes 10 totally destructible crates.



Cruise, cruise and pick-up hidden weapons, plus special power-ups that let you float, hover and tread on water.



Control 18 all-new, fully-loaded '70s and futuristic vehicles with special attacks and on-the-fly morphing upgrades.



Blow 'em sky-high in one and two-player modes, or up to four-player on Sega Dreamcast™ and Nintendo 64™.

"Vigilante 8: 2nd Offense leaves the competition in the dust!"

- PSM

# VIGILANTE 8 2<sup>ND</sup> OFFENSE

IF IT DRIVES BY, BLOW IT UP!

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# Anime Instinct

Two guns, a towel, and an adventure more tense than Lara's bra straps.

■ SYSTEM PlayStation ■ PUBLISHER Eidos Interactive ■ DEVELOPER Kronos Digital Entertainment ■ THEME Action adventure, anime-style ■ PLAYERS 1 ■ AVAILABLE January

## INSIGHT

**Q. So what's anime and what influence does it have on *Fear Effect*?**

**A.** Anime are Japanese animated films that typically involve complex plots and adult doses of gratuitous sex and violence. *Fear Effect* adopts the signature look of anime and offers liberal doses of its adult themes.

**Q. Did you say gratuitous sex?**

**A.** Well, we're not talking X-rated here, but there are certainly more mature themes evident here than is the video game norm. Hana is definitely No Princess Peach, unless Mario was a pimp.

**Q. But I still get to kill everything in sight, don't I?**

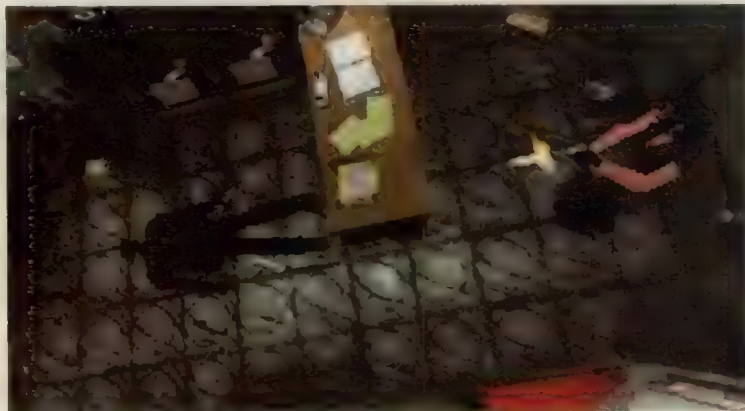
**A.** Absolutely. And check out your inventory: boot blade, garroting wire, meat hook, power saw, surgical blade, throwing knife, 45 automatic, 9mm machine pistol, Gatling pistol, assault rifle, rapid-fire shotgun, shotgun, submachine gun, fragmentation grenade, flash-bang grenade, flechette gun, grenade launcher, heavy machine gun, mini gun, and rocket launcher.

**A spine-tingling story line and astonishing plot twists were once the exclusive domain of motion pictures and novels. Now, *Fear Effect* takes you on a journey where you control the characters and determine the fate of the world.**

One look at Hana Tsu-Vachel and you can't help thinking that Eidos is shooting for another Lara Croft clone in *Fear Effect*. But Hana has considerably more substance than silicone, as Kronos looks to create an adventure game strong in story line and with more plot twists than *The X-Files* has conspiracies. Crafted to resemble a Japanese anime film, *Fear Effect* looks like an actual playable movie that offers an



**FEAR NO EVIL** The job market for zombies in games seems to be at an all-time high.



**LEADED** Fair fights are for dead heroes — a bullet in the back is the most convincing argument of all. The more ruthless you are, the more effective and efficient you'll become.

unprecedented level of control and interaction with a stylistic, dark edge like no adventure game before.

*Fear Effect* follows the exploits of Hana Tsu-Vachel, Jakob "Deke" DeCourt, and Royce Glas as they attempt to locate Wee Ming Lam, the missing teenage daughter of one of the most powerful crime lords in Hong Kong. By recovering the daughter before her father's henchmen can locate her, the three

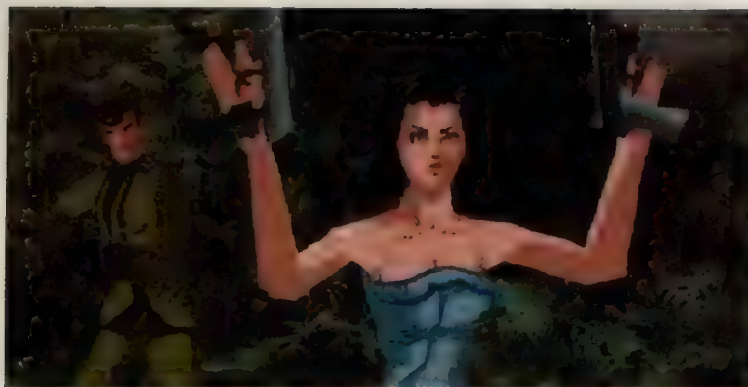
anti-heroes hope to extract a sizable reward/ransom for their efforts. But what begins as a simple rescue operation soon becomes much more sinister and deadly. Instead of merely contending with nefarious criminals, the pursuit of Wee Ming soon leads to confrontations with zombies and demons as an apocalyptic plot by the minions of Hell is slowly uncovered.

Gameplay will span four CD-ROMs, which depict a *Blade*

**NONASTIC** Trained in covert operations, the comely Hana Tsu-Vachel is an expert in weapons and explosives.







**LOOK MA, NO HANDS** Movie cut-scenes synchronize seamlessly with the game action, but Hana's most impressive attribute(s) is the ability to hold that towel up.

Runner-esque Hong Kong of the near future, a secluded Chinese river settlement infested with the walking dead, the dark and dangerous city of Shan Xi, and, finally, the depths of Hell itself. Rather than leading one character through this maze-like story line, you control all three main characters at various times. But consider plot choices carefully, as each character's decisions will ultimately determine which of the five endings will be revealed – and there's no guarantee that the ending will be a happy one.

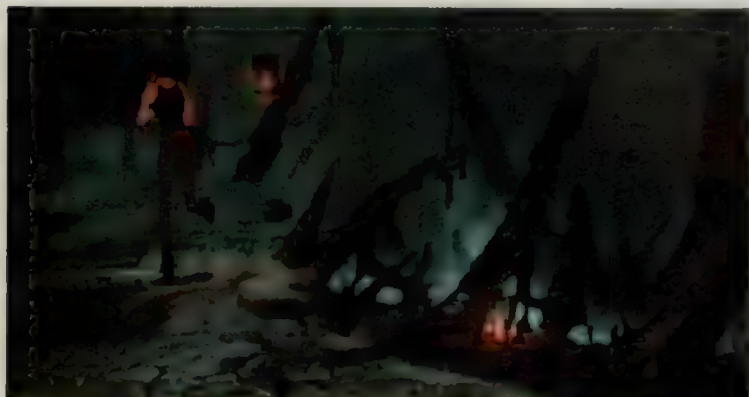
When it comes to actual kill situations, an innovative feature called the Fear Meter replaces the traditional life meter. The usual "find health to cure wound" shtick is gone, as how effectively you deal with life-threatening situations now determines your performance level in following sequences. Silently eliminate a guard with your knife and you can skillfully exterminate the next enemy; a clumsy struggle in which you are wounded will effect game dynamics such as the ac-

curacy of your shots during your next fight. The more cold and calculating you are the better. A reckless firefight mentality will only make your task more difficult.

The characters and environments are constructed in 3D and are meticulously hand-painted to give the game its unique look. A process called Motion Effect is utilized to animate various elements and lighting effects in the game settings, which helps to give the visuals a more stimulating and evocative mood. While fixed camera angles are still utilized, the ultimate effect is the free-roaming gameplay of *Tomb Raider* with the sharp, de-



**WOO-P ASS** Jakob "Deke" DeCourt demonstrates some John Woo-style gunplay.



**HELL BOUND** Forget blotchy textures, environments are painstakingly painted for the utmost atmosphere and mood, as this chilling Chinese rendition of Hell demonstrates.

**The more cold and calculating you are, the better. A reckless firefight mentality will only make your task more difficult.**

tailed graphics of *Resident Evil*. But since the graphics are polygon-based rather than pre-rendered, there is no loading of static backdrops as the characters move about. The result is a seamless weave of storytelling and gameplay.

The one area that could use a bit more development is the actual control of character movements. *Tomb Raider*'s Lara Croft seems to set the standard with her collection of special moves. If *Fear Effect* can come close to offering that level of character control, it has every indication of being the next big thing in adventure games.

- Roger Burchill

## Encyclopedia of Fear

Hana offers the what and what-to-do-about-it on eight of the most feared phobias known to man.

### Fear of Constipation

#### Coprostasophobia

Let's get real here. The real fear isn't constipation, it's of the enema. You can avoid this problem by getting your recommended daily allowance of fiber.

### Fear of Nudity

#### Nudophobia

Hang out with topless super models and you'll be surprised how easily curable this affliction is. Remember, beneath our clothes, we're all naked.

### Fear of French Culture

#### Francophobia

Everybody hates the French, but no man hates French women. Take it from a girl who's half French – spend more time with the women.



### Fear of Wealth

#### Plutophobia

Easily curable. Just send any extraneous income to incite Video Gaming, 650 Townsend St., Suite 305, San Francisco, CA 94103. No checks please.

### Fear of the Rectum

#### Proctophobia

Do you mean your rectum or someone else's? Regardless, avoid proctology as a career choice, and by all means stay out of prison.

### Fear of an Erection

#### Itthyphallophobia

If you're a guy and you have this affliction, you have a serious problem. The only surefire solution is a sex change operation. Then become a lesbian.

### Fear of Mole Rats

#### Zemmiphobia

What the hell is a mole rat? Regardless, hang out with mediocre mole rats. The great ones are probably too damn pompous anyway.

### Fear of Otters

#### Lutrathophobia

Fear of the ferocious otter is quite understandable... no it isn't! Being scared of the adorable otter is simply ridiculous – be a man, for God's sake!









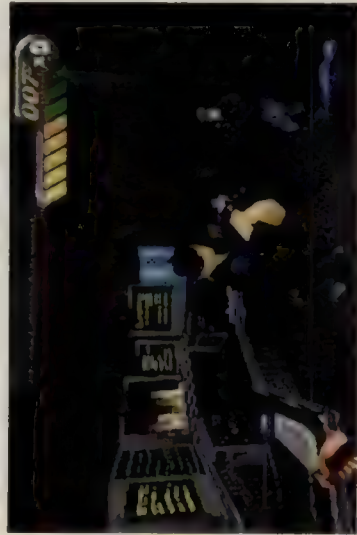


# 9 OUT OF 10 PEOPLE RECOGNIZE HIM.

8 OUT OF 9 DO IT THROUGH CROSSHAIRS.

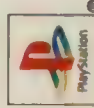
YOU'RE NOT JUST A SUAVE, SOPHISTICATED JET-SETTER AND LADY'S MAN. YOU'RE A MOVING TARGET. NAVIGATING GUNPOWDER-COVERED SLOPES, DODGING SNIPER FIRE AND INFILTRATING TERRORIST STRONGHOLDS IN HER MAJESTY'S MOST DEMANDING MISSION YET. WIELDING YOUR STANDARD-ISSUE, SILENCER-SHOD 9MM, SEVERAL KILLER Q-GADGETS AND A LICENSE TO USE THEM FOR EXACTLY THAT. IT'S YOUR TRIAL-BY-ENEMY-FIRE. SO PACK THE TUX AND LASER CUFF LINKS.

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## 007 *Tomorrow Never Dies*

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# Pharaohcious Action

Lara's racked and ready and set to endow Egypt with a couple more Great Pyramids.

■ SYSTEM PlayStation ■ PUBLISHER Eidos Interactive ■ DEVELOPER Core Design ■ THEME Adventure ■ PLAYERS 1 ■ AVAILABLE 4th Quarter

## INSIGHT

**Q. What's with Lara being downsized?**

**A.** Let's just say you see her before she's, uh... matured. Sweet young Lara's all of 16 and has never been raided.

**Q. Who's the old geezer with her?**

**A.** That would be Von Croy, who taught Lara all her archaeological moves. Pay attention, because her training is your training.

**Q. But I still get to go one-on-one with the legal Lara, right?**

**A.** If you can handle her. Lara's back, and new single skin graphics technology means she's smoother and more realistic than ever.

With three hit video games under her belt and a live action motion picture in the works, Lara Croft has star power like no other gaming idol. But can even Lara pull off a sequel to a sequel of a sequel?

For an archaeologist, no locale can compare to the mystery and allure of Egypt. The land of Pharaohs is littered with some of the most challenging, complex, and deadly tombs ever devised - an irresistible temptation for a tomb raider like Lara Croft. But in *The Last Revelation*, Lara will discover that there are some things more precious than ancient treasures.

Unlike the most recent *Tomb Raider* installments, Lara's latest adventure takes place entirely amid the sprawling ruins of Egypt. The great pyramids and palaces of the ancient civilization and all its requisite supernatural and mythological overtones serve as a backdrop for Lara's adventure as the end of the millennium rapidly approaches. Lara will discover the end really is near as she must challenge destiny itself in order to thwart the destruction of humankind.

The maze-like path that confronts Lara will be much more akin to the original *Tomb Raider* game than the blast-fests of the most re-



**ANKHS FOR THE MEMORIES** *Tomb Raider: The Last Revelation* looks to be Lara Croft's fourth and final romp on the PlayStation. But there's always PlayStation 2....

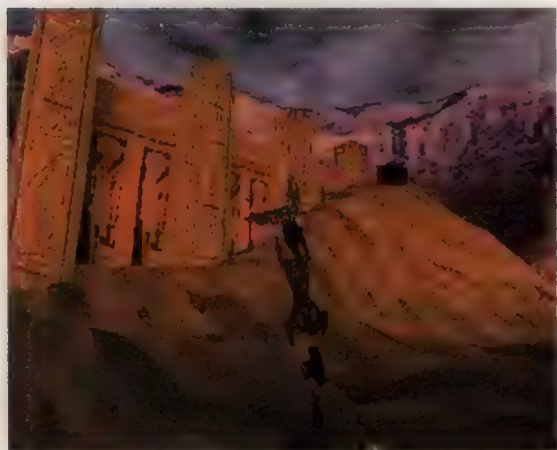
cent episodes. Cautious exploration and careful contemplation of ingenious puzzles is required to ensure that the tombs you traverse don't become Lara's tomb. Clear objectives and more compact locations mean less time-consuming travel and more time spent unraveling the mysteries of the game.

But *The Last Revelation* isn't all about wandering and wondering, as there are the occasional action-oriented segments which give the gameplay welcome doses of urgency. Be prepared for anything as Lara gets behind the steering wheel of a Jeep for a stirring off-road

chase. And a battle aboard a speeding train boasts death-defying leaps between rail cars with the slightest misstep resulting in a steely death. The mystery, the intrigue, and the rapid-fire action all look to give the game the mood and pace of an Indiana Jones movie.

What remains to be seen is whether all this tweaking of the gameplay will result in a breath of fresh air for a stagnant series. But considering the sales of the last *Tomb Raider* game, maybe all you really need is Lara Croft to make the fourth time the charm.

- Roger Burchill



**EGYPTIAN LOVER** No more globe-hopping for Lara - all the revelations in this game occur in Egypt.

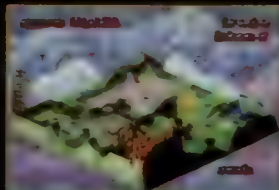
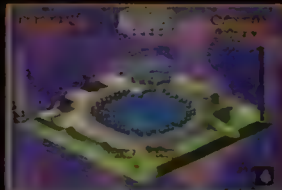
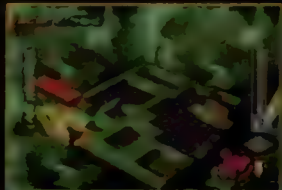
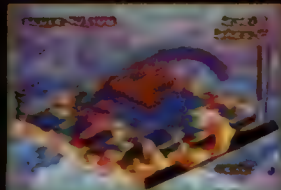


**BIGGUNS** Public transit isn't so safe, but Lara dispatches any rail-borne threat.



**TOMB RACER** Lara commandeers a Jeep for a guided tour of the Valley of the Kings.





# WARNING! FLOOD ZONE

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## MORE ADDICTIVE THAN NICOTINE!

Forecast reports 100% chance of rain... fire balls, earthquakes, missiles, and ducks. That's right!

There's a storm brewin' and time is of the essence. Design valleys and mountains to hold the water in place. Better be quick though, you don't have as much time to react as the *other* falling puzzle game. Highly addictive and guaranteed to make you WET!



Sega Dreamcast

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# He Got Game

When **Kobe Bryant** isn't dunking on defenders' heads, he's taking them to school in his video game. Jon Robinson goes one-on-one with the player who put the show back in showtime.

**W**hen high-school phenomenon Kobe Bryant first announced that he was skipping college to enter the NBA draft, you could hear a collective groan across the country from jealous jump shooters and drooling dribblers envious of such a young kid leaving school to earn a big money contract (we didn't hear anyone complain, though, when Bill Gates dropped out of school to start Microsoft!). But Kobe proved the naysayers wrong, not only with his spectacular basketball ability and off the hook jams, but with his intelligence, style, and maturity. Oh yeah, he's also a video game addict who can whip anyone's ass at just about any game around, no joke. If you think his on-court hang time is unbelievable, check out his game off the court....

**When you entered the NBA at age 18, did the older players in the league give you a hard time?**  
No, because basketball is basketball, and that speaks for itself. Basketball has no age, so as soon as you go out there and start competing, you win your respect. Besides, I let my dunks do my talking.  
**At what age do you remember playing your first game of basketball?**  
To tell you the truth, the same age I start-

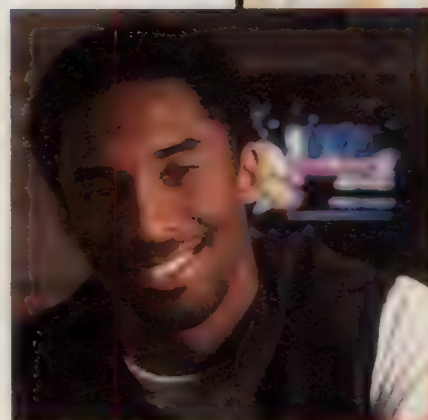
ed playing video games — age five. I was very, very young, but I was fascinated by both ways of competing. Playing video games with my dad has always been entertaining.

**Is your dad any good at video games?**

Whenever I play my dad, he tries to cheat. I'll be running up the score on him, and kicking his butt real, real bad then he'll turn the game off and act like he did it by mistake. He'll kick it then yell, "Oh, oh, oh, oh what happened?" Or my mom will call for us to come and eat dinner and my dad will hit the reset button. I'm like, "Damn, that's what the pause button is for!" He needs to take those 30-point butt-kickings like a man.

**And now you have a new basketball game coming out in November. How were you involved in its development?**

First and foremost, they motion-captured all my shakes, dribbles, and dunks into the game — it looks hot. I also suggested that each star player should have a trademark move. Gary Payton backs defenders down to the basket, Allen Iverson breaks off his crossover dribble — the game's crazy realistic. Nintendo also added facial expressions of players yelling and getting hyped-up after a big shot.



**Name:** Kobe Bryant  
**Age:** 21

**A Kobe is:** A type of steak his parents once saw on a menu

**Height:** 6'7"

**Weight:** 215 lbs.

**Position:** Guard/Forward

**Team:** Los Angeles

Lakers

**Most Memorable**

**Moment:** Getting drafted: "That was the start of everything"

**Now Appearing:** *NBA Courtside 2 Featuring Kobe Bryant*

**"That's exactly like when you're playing basketball in real life. The more you play, the better you get, and that's what they captured in the game."**





**What are the main improvements over the original NBA Courtside?**

The signature moves are definitely one of the main things to set this game apart. Also, when you create a player, you can now improve that player throughout the season. For instance, the more you shoot threes and the more you make them, your three-point shooting stats will actually increase and make you a better shooter. That's exactly like when you're playing basketball in real life. The more you play, the better you get, and that's what they captured in the game. They also added a practice mode – what we call on the Lakers a “dummy offense.” You see your team out on the court practicing five-on-zero, and you can practice your moves, practice your sets, practice your dunks – whatever you need work on to improve your team's game.

**Do you think there should be fighting in basketball video games?**

No, because there shouldn't be fighting in the NBA. But we do have players grinding it out and fighting through picks and fighting through screens and getting nudged down to the court. This game is the realest. When I'm playing, I like to play against Utah so I can elbow Jeff Hornacek in the neck for 48 minutes straight, because that's how he does it to me out on the court.

**Are you a big video game player?**

Yeah, I like to think so. If you ask me, I'll tell you that nobody can beat me. I play whenever I get the opportunity.

**Do you bring game systems with you on the road?**

I like to carry my Game Boy around with me. It's convenient, and now that it's in

*Continued on page 76*



**ME AGAINST THE WORLD** Kobe takes on the entire Spurs defense and shows them what time it is.





**LOW POST** New moves in the paint and off the dribble enable ballers to score with more skill.

color, it's got everything. Plus, *Courtside's* coming out for it in December. It's going to be three-on-three, it has all 29 NBA teams, and you can just pop it in, knock it out, and play some ball wherever you go. The game's hot.

**What were some of your favorite games when you were growing up?**

My favorite game of all time? No doubt, it's *Super Mario Bros.*

**Did you ever play *Shaq Fu*?**

There was a game called *Shaq Fu*? Yeah right. Whew, that one went right over my head. How did Shaq look?

**Shaq looked all big and blurry. But at least it wasn't as bad as *Michael Jordan's Chaos in the Windy City*....**

You won't find any of that Michael Jordan basketballs-on-fire-adventure-stuff in my game. But we do have Chick Hearn doing the color commentary with all of his catchphrases like "It's in the fridge," "The Jell-O's jiggling," and "The popcorn's popping."

**Do you like to talk smack when you play video games?**

Hell yeah, I pop a lot of trash. Especially when I play against my cousins. I'd tell you what I say, but I'm afraid you can't print it in the magazine. We just mouth off a lot...you get the picture. When I'm playing on the court, I don't talk too much, but when I'm playing video games, I just run off at the mouth. Even if I'm not good at a game, I'll talk trash.

**On the court, who talks the most trash?**

Reggie Miller and Gary Payton. Gary doesn't talk as much as he used to, but Reggie never shuts up. One time he said, "I need to burp you," or something stupid like that and I was like, "Reggie, what are you talking about, let's go get a couple burgers or something." Reggie will talk trash all day, although overall, trash talking has really calmed down in the NBA.

**What other hobbies do you have outside of playing basketball?**

Music. Outside of busting people at video games, music is all I do.

**I heard you have a rap album coming out.**

Yes, I have an album coming out around the time of the All-Star game. It's called *Visions*. I just completed it. It's a solo joint and it has a different sound than anything that's out right now. It has the hard drums, because that's what I like, but it's not too commercial. It's me, so it's really not any style in particular, it's just me.

**Getting back to basketball, are you excited about Phil Jackson coaching the Lakers?**

Oh, hell yeah. The offense is crazy. I've been watching the triangle since I was young, so I'm ready to go.

**How are the Lakers going to do this year?**

We're going to do very, very well. We've been going over the offense, breaking things down, and I think everyone's really going to like the way we run it.

**Who do you think is the Lakers' biggest competition?**

The Western Conference got a lot stronger in the off season and the rivalries are really going to be fierce. There's San Antonio and Sacramento. Phoenix picked up Penny. You know Seattle's going to come back with more fire. The Western Conference is tough, but we'll be all right.

**While we're on the subject of the Lakers, last season, there were rumors that you got into a fistfight with Shaq. What's the deal?**

I heard the rumors, but there was no fight. We got into an argument, but there were no punches, no slaps, no Shaq Fu, none of that nonsense. Everyone just blew the whole thing out of proportion.

**It's probably a good thing for you that there wasn't a fight. Shaq's a monster!**

Come on now, I back down from no man.

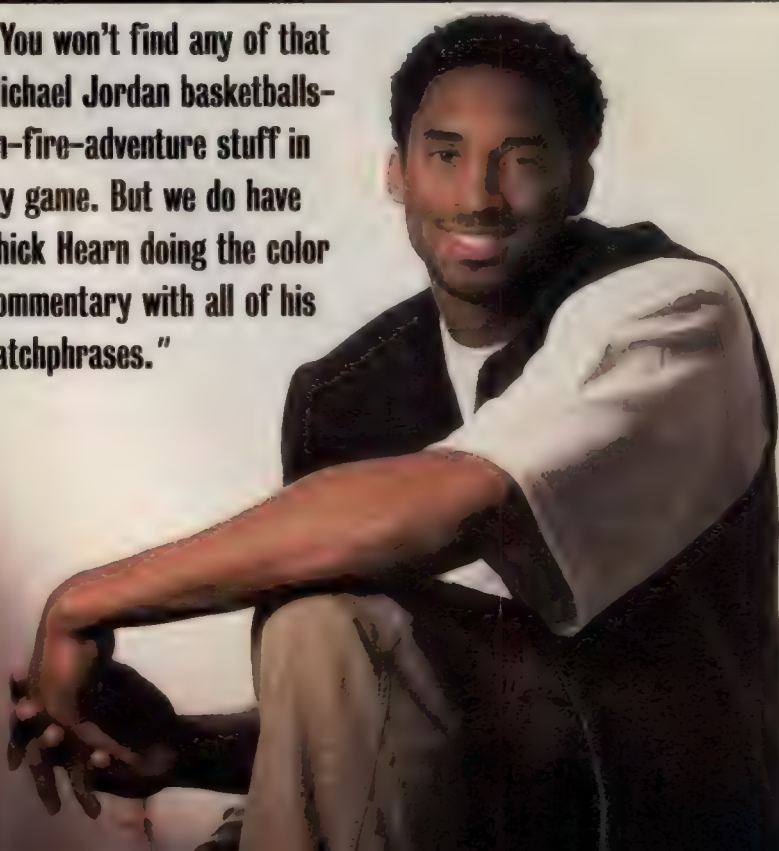
**Besides yourself, what players do you think will lead the NBA into the new millennium?**

There are a lot of young players that I really respect. Kevin Garnet, Tim Duncan, Allen Iverson, Vince Carter; these are the guys in the league who are ready to blow up. They're all good in the video game too, but nobody has as many moves as I do. It's my game, and all my trademarks are in there - I even have a hot new between the legs skip dribble that I want to try out at this year's All-Star game.

**Will you be involved in *NBA Courtside 3*?**

Damn right. We've got to keep y'all guessing about what's going to be in it, but when it comes out it will have all kinds of new stuff - new moves, new this, new that - it's going to be hot. You buy *Courtside* this year, though, and you'll love it. We've got people falling down when you cross them over - straight breaking ankles! We've got players dunking on defender's heads, knocking ballers to the ground. Basketball fans are going to go nuts. I know I can't stop playing. ☺

**"You won't find any of that Michael Jordan basketballs-on-fire-adventure stuff in my game. But we do have Chick Hearn doing the color commentary with all of his catchphrases."**



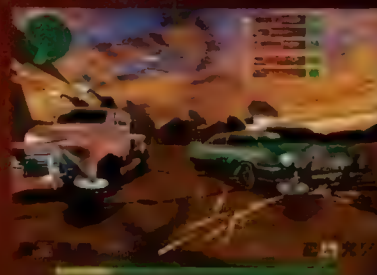
Photography: Michael Sertan



# What do bad-ass cars, big-ass guns, and an '82 Corvette have in common?



## Interstate '82 has 'em all.



# And we're GIVING AWAY THE VETTE!

Introducing the Drive It Home with Interstate '82 Sweepstakes. Earn the chance to win a 1982 Corvette Stingray, a leather Interstate '82 jacket, an Act Labs force feedback steering wheel, or a free copy of Activision's newest hit game, Interstate '82! Visit [www.WON.net](http://www.WON.net) for community news, events, new cars, skins, and downloads for Interstate '82.



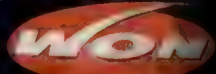
Go to

[www.WON.net/freevette/](http://www.WON.net/freevette/)

for all of the details!

Interstate '82 is the highly-anticipated sequel to 1987's "Game of the Year" (GQ Magazine), Interstate '76. The USA is in crisis, and you, legendary auto-vigilante Taurus, will unleash radical auto-mounted weapons, drive through indoor, outdoor, and underground environments, and carjack your enemies in a bid to save the country from top-secret forces.

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# Fright Club

*House of the Dead 2* mutates into a scintillating blend of zombie death, alarming voice acting, and 3D shooting.

■ SYSTEM Dreamcast ■ PUBLISHER Sega ■ DEVELOPER Sega ■ THEME *Resident Evil* without the plot or puzzles ■ PLAYERS 1-2 ■ AVAILABLE January

## INSIGHT

**Q. *Zombie Revenge: House of the Dead - Side Story?***

**A.** Catchy title. But informative. Fans of the best-selling Dreamcast zombie decapitation simulator take note – this is more of the same frantic gameplay, but with a slight twist.

**Q. So I can use my new light gun then?**

**A.** That's the twist. You can't. The manic fleshy destruction of corpses is here without the index-finger cramp of gun games. This is a romp through similar environments, but from a third-person viewpoint.

**Q. I don't recognize any of the locations....**

**A.** Oh, but you will. Fans of the first *House of the Dead* are in for a treat, as the exterior of the mansion forms a gateway to the game's final encounter

Is there a renaissance of games involving the spraying of the shambling undead with automatic weaponry? Indubitably. Do your lower intestines hang down to your knees and does your party trick involve projectile vomiting your stomach lining while scooping your left eyeball out of its socket? Then watch out – there's nowhere to rot in peace, least of all in the Dreamcast's latest fright flight, *Zombie Revenge*.

This *House of the Dead 2* sequel loses its first-person on-rails viewpoint and switches to a walkalong beat-'em-up where your characters are just as much the stars as the mutated zombies, snapping plants, axe-wielding dwarves, and giant boss mutations. And what a trio Sega has lined up for you. From the hilariously named Stick Breitling to the whining

scamp Linda Rotta – not to mention the funky-out Rikiya Busujima – there's a definite sense that Sega is vamping up their playable characters. But these whacked-out police officers have more than amusing names and confusing dialogue to fall back on; they're fully able to dish out ranged and close combat on their zombie mutilation patrol.

In fact, the variation in combat is a key component to *Zombie Revenge*'s gameplay. Each character

sports dash attacks, counters, guard strikes, 360 degree "clearing" moves, reversals, charge hits, and uppercuts in addition to punching. With a little practicing, a wounded Busujima can execute a four-hit demolition combination that ends with an enemy bursting into flames. Conversely, in a melee, a zombie can actually reverse your attacks, jump on your stomach, and claw at you. How do you halt his attack? Stomp on his head.



**BRAKE DANCE** Instead of slowing down the train, Linda starts to dance instead.

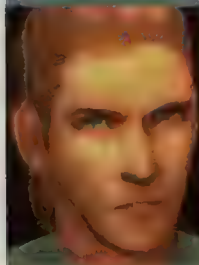


**RASTA'S LIGHTNING** While a giant dreadlocked zombie experiment shrugs off Stick Breitling's pistol shot, Busujima is grabbed off his feet and accepts the charge.

## Three's company – who's in charge of crowd control?

It's going to take three heroes of unquestionable mettle to survive a zombie mauling. But until they arrive, here's who's on patrol...

### STICK "LACK OF CHARISMA" BREITLING



After a court-case involving *House of the Dead 2*'s Amy Crystal, Breitling has vowed never to let anyone see his real "stick" again. Utterly determined to avenge the death of his parents, who left him without a proper name.

### LINDA "PLASTIC FANTASTIC" ROTTA



Ex-Vice Cop, Rotta's divorce from *House of the Dead*'s "G" rocked the Virtua Police force. Now back with a rack sure to cause spinal injuries later in life, Linda takes whining to a high art and acts as a floatation device in an emergency.

### RIKIYA "CRAZY AFRO" BUSUJIMA



This is one mad and bad Japanese law-enforcement officer. He should be – Busujima trained under the lunatic James "Smarty" Cools of the Virtua Police before uncovering the joys of self-mutilation and the blowout comb.





**NAPALM-PILOT** While Linda gets in the way, Busujima guides his acquired flame-thrower and creates a foul-smelling barbecue.

Zombies may explode in sinewy chunks, but every open wound (including those of the characters) spouts green and extremely fake blood.

Ranged and weapon-based combat is also a little more complex than "shoot, shoot, splitch." Fire single or burst rounds from your standard pistol, locate machetes to sever limbs, grab a drill to skewer an encroaching zombie, or even charge in with a guitar. The items are many and the cartoon carnage caused is unparalleled. And cartoon this violence certainly is. Zombies may explode in sinewy chunks, but every open wound (including those of the characters) spouts green and extremely fake blood, which gushes with great regularity once you hit the streets.

From refuse-lined alleys to the roof of a speeding locomotive, the locations look as striking as the combat. Of course, *Zombie Revenge* keeps the *House of the Dead 2* formula intact, moving to futuristic areas later into the game, and all the scenery we jogged through



**SQUID ROCK** As Linda reloads, Busujima tackles the watery tentacle fiend with more than harsh language.



**STICK'S BOOMSTICK** Breitling's actions leave more entrails to clean up.

impressed us. There isn't time to sightsee through this hour-long romp, though, as the game's arcade feel (time limits, blue direction arrows, and crazed pace) remains completely intact.

Hold on, did we say hour-long? Yes, but Sega has a number of Dreamcast-only features to ensure *Zombie Revenge* doesn't become *Dynamite Cop* with less-fresh foes. Aside from the VMU puzzle and, er, fishing games, four other modes of play are promised. There's Gun and Bare Knuckle modes, which involve completing the game with one pistol or just your fists. Additionally, Versus Mode pits character against character, while Boss Mode allows you to square off against the bigger beasts in the game. All good stuff, but can it satisfy those gamers expecting a little more depth from their Dreamcast software? You'll find out next issue.

- David Hodgson

## House of the Dead for real

You want to visit a real House of the Dead, but want less green blood to wipe off your boots? Check out these real hot-spots of spooky activity.

### WINCHESTER MYSTERY HOUSE

SAN JOSE, CA



**HAUNTED FACTOR** ★★★★★  
Tour information: (408) 247-2000

Take one demented descendant of the Winchester rifle fortune with delusions of architectural grandeur and 38 years later, you too can create a rambling 160-room mansion. Long before Michael Jackson, Sarah "Wacko" Winchester more than lived up to the title of arch-loony. Less interested in small boys, Sarah spent her life appeasing spirits, but still apparitions linger in her bedroom. Watch for cold spots, red balls of light exploding and fading, lights turning off and on, and organ music.

### THE WHALEY HOUSE

SAN DIEGO, CA

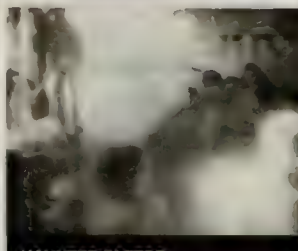


**HAUNTED FACTOR** ★★★★★  
Tour information: (619) 298-2482

When the US Chamber of Commerce declares a property to be spook-filled, and carries the "I almost crapped myself with fright during my stay there" endorsement of Regis Philbin, you know your property is the real deal. Numerous witnesses have complained of footsteps, odd herbal or musty smells, and rapping - yet Coolio has never visited the property. Unexplainable lights, piano playing, and cold spots can occur in this old courthouse.

### TOYS 'R US

SUNNYVALE, CA



**HAUNTED FACTOR** ★★★  
Toy 'R Us information: (408) 732-0331

Paranormal possession next to the PlayStations? Apparently. Staff are sometimes tapped on the shoulder, merchandise is scattered about the store in unusual locations, and unfamiliar voices call employees' names. Psychics say: The manifestation of Johnny "Crazy Johnny" Johnson, who died in 1884. We say: Customers. Psychics say: This infra-red photograph (to the left) shows a standing male "ghost" figure in the top left, which all the witnesses failed to spot. We say: Actually look where the figure is standing, and turn on the frikin' lights.

Photographs, courtesy of Winchester Mystery House, Whaley House



PS QUICK LOOK

## Mission: Impossible

■ Espionage Adventure ■ Infogrames ■ 4th Quarter

1 **Six, where's the rocket launcher?**

Sure, you can make like Rambo and try to blast your way through missions, but you won't get far. Stealth, silence, and strategy are the keys. 2 **Sounds like there isn't much need for weapons.**

Don't worry, you get to kill people. Discreet silencer-equipped pistols and blowpipes abound, but gadgets like the field scanner, night vision goggles, and facemaker are just as important.

3 **Can I use the facemaker and look like Tom Cruise?**

Not unless you pay him a fee—which Infogrames hasn't. Remember, you're Ethan Hunt and you've got five perilous missions. But you still don't go home with Nicole Kidman.



**IMF'N BAD** Zero in, pull the trigger, and your mission becomes more possible.

PS QUICK LOOK

## PGA European Tour

■ Sports ■ Infogrames ■ February

1 **Aren't these the guys that whined about getting their butt kicked at the Ryder Cup?**

Well, Nick Faldo, Colin Montgomerie, and Ian Woosnam are some of the finest golfers in the world, regardless of their dainty sensibilities.

2 **I face them on some of Europe's greatest courses?** Quinta do Lago, Portugal; Druids Glen, Ireland; and Kungsängen, Sweden are a few of the courses. Kick their ass and drink their beer.

3 **As soon as I pony up for a round trip ticket, right?** No, just configure yourself into the game with your real-life statistics. Then put on some knickers, pop a cool one, and enjoy an actual golf simulation for a change.



**EURO BASH** Power-drive your way through Europe's finest golf courses.

# Pass the Bug Juice

Acclaim goes to see *Starship Troopers* and thinks, "Hey, hold on a minute...."

■ SYSTEM N64 ■ PUBLISHER Acclaim ■ DEVELOPER Acclaim ■ THEME Action/Shooting with big beetles ■ PLAYERS 1-4 ■ AVAILABLE December

### INSIGHT

**Q. This looks so familiar....**

**A.** Oh, you saw *Starship Troopers* too, huh? It's all here, the bugs, the big guns, but not quite as many bad jokes.

**Q. Can't I just kill the bugs with bug spray?**

**A.** That would be cheating. And as fun as it would be to wield two cans of Raid, John Woo style, guns are better.

**Q. So it's *Turok* minus the dinosaurs?**

**A.** It's *Turok* plus bugs and a co-op mode and all new weapons and levels. So no, it's not *Turok*.

**The boss is busting your ass, you're nursing the mother of all hangovers, and wouldn't you know it, giant space bugs have just launched an all-out invasion of Earth. Typical Monday.**

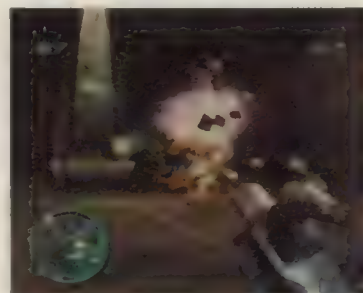
Ever since some guy dug up the fossilized remains of a huge dragonfly in some swamp somewhere, it was quite obvious to all who thought about such things that the final confrontation would come down to us versus the bugs. Forget about cancer caused by cell phones, we, as humans, have only one true nemesis. And again, I'm talking about the bugs here.

The people at Acclaim obviously know this and plan to tap into our primal bug-killing urges with the all-new, all-bug based *Armorines: Project SWARM*. How we get to the bug killing part isn't really important—something about alien bugs from space coming down to ruin our picnics, fly into our windshields, and rummage through our trash—bottom line is it's time to show the Orkin man how it's done, first-person shooter style.

You play the part of either Tony Lewis or Myra Lane, members of a top-secret military force called the *Armorines*, naturally. Time to suit up, grab some ordinance (Tony and Myra each have three unique weapons, with new guns and up-



**WHY YOU BUGGIN'?** These little guys are actually very friendly. But they hurt.



**CHEWY CENTER** Pop open those bug eggs for a tasty treat. Watch the goo.

grades appearing as the game unfolds), and hunt down that Queen Bug. You'll fight through 19 missions in four different environments en route to the final showdown on the Alien Hive Ship.

*Armorines* is based on the *Turok* engine, so gamers with a little dinosaur hunting under their belts will have no trouble picking up the controls. But with shorter, more focused levels and less platform jumping than *Turok 2*, *Armorines* should be more accessible, with a greater emphasis on the run and gun rather than puzzle solving. There are also a few on-rails sections where you'll be the gunner on a helicopter, boat, or other vehicle.

Multiplayer deathmatch games include Capture the Flag and King of the Hill, but *Armorines* also features a two-player split-screen co-op mode, so you can go through the single-player levels and double team those dirty bugs. That way, if you're arachnophobic, you can get someone else to kill those icky spiders.

- Demian Linn



**NOT YOUR DADDY'S LONGLEGS** Yet another reason to exterminate all household spiders with extreme prejudice.



# Do You Smell Bacon?

The evil pigs return for a little payback in a new, quirky 3D adventure

■ SYSTEM PlayStation ■ PUBLISHER Sony ■ DEVELOPER Whoopee Camp ■ THEME Funky Platform Adventure ■ PLAYERS 1 ■ AVAILABLE January

## INSIGHT

**Q. Just how bad are these evil swine?**

**A.** The volcano world brings out fire-breathing red devil pigs, and there's also chilling pigs on ice. There's even non-evil pigs you can talk to should you pick up the magical Pig Suit.

**Q. Didn't Tomba's creator design other cool titles?**

**A.** Yep, Whoopee Camp president Mr. Tokuro Fujiwara worked on *Mega Man*, *Ghouls 'n Ghosts* and *Breath of Fire*.

**Q. How do I get my hair Tomba pink?**

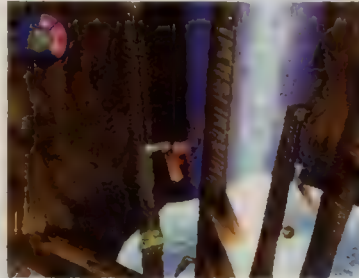
**A.** Try Manic Panic's Hot Hot Pink gel hair dye. It'll turn your 'do that incredibly loud fuschia tint in minutes.

Much like Samuel L. Jackson's hitman Jules in *Pulp Fiction*, Tomba doesn't dig on swine, and this screaming, pink-headed Tarzan Jr. gets to open a whole new 3D can of whoop-ass on these porkers in his second quest.

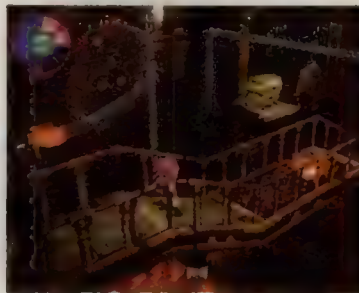
For those who loved the first installment of Tomba's exploits, you'll be pleased to see that the classic linear platforming structure is still in place, but now you can steer Tomba into new parts of an expanded landscape. While the worlds aren't free-roaming environments, you won't feel like you're missing out on anything, and these limitations may actually present a greater challenge in trying to figure out the best way to get around.

This edition has Tomba battling those same evil pigs; but, this time they've gone too far. They've kidnapped Tomba's girlfriend, Tabby, and it's up to our fuschia-locked hero to rescue her from a boar-ish demise. The story, the kiddie-show soundtrack, and the adorable character count may be this sequel's biggest drawbacks in attracting adult gamers. With it's *Mr. Roger's Neighborhood* feel, the opening storytelling sequence alone may be enough to repel some hardcore players before they even begin the actual game.

But just turn down the sound



**CRANK IT UP** Tomba works the cranks to get up to the next level platform.



**FEEL THE HEAT** Tomba must avoid these red-hot cappers on the raised pathways.

and get busy. So far, *Tomba! 2* seems to offer some pretty challenging missions, and you'll need all the new weapons – like Ice Boomerangs and Fire Hammers – to battle hot and cold world foes. You also get help from power-ups that come in handy when battling specialized enemies and the elements. For example, the Squirrel Suit not only lets Tomba glide and fly for short distances, it also protects him from cold. Some levels give you unusual challenges – a train trolley driving mini-game in the volcano world, or keeping Tomba moving so he doesn't turn to a block of ice on one snowy level. Plus, the RPG-style inventory returns to let you store items that help you in your journey.

If you thought *Tomba* looked too cutesy the first time around, you're likely to think the same of the latest chapter in this bizarre saga. But, *Tomba! 2*'s action could win over even the toughest customers with its simply fun gameplay.

— Annette Cardwell

## PS QUICK LOOK

### Eagle One: Harrier Attack

■ Flight Action ■ Infogrames ■ February

**1 So just what is this Army of the New Millennium?**

Bastards who've invaded the Hawaiian Islands utilizing black-market military equipment, hacking, and an electromagnetic pulse device.

**2 I understand the threat, but what's my mission?**

Pilot five different aircraft including the Harrier Jumpjet, F-16 Falcon, A-10 Warthog, the Raven Stealth, and a rescue helicopter, and blast the terrorist threat against America's own vacation paradise.

**3 What's the toughest part?**

Besides figuring out whether "aloha" means hello or goodbye? It's completing 25 mission objectives with utmost speed and efficiency.



**TOP GUNNED** Missiles, bombs, and guns are ready to toast air and ground targets.

## PS QUICK LOOK

### Chocobo's Dungeon 2

■ RPG ■ Square EA ■ January

**1 I don't seem to recall *Chocobo's Dungeon*...**

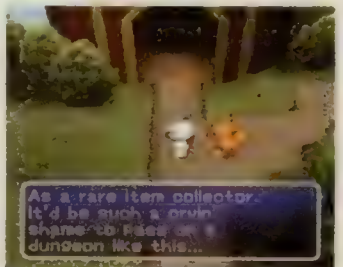
Well, it wasn't released here. The sequel offers simplified menus, magic selection, and an intuitive item system – ideal for RPG novices.

**2 Is this just a *Final Fantasy* game for kids?**

You'd think so. But innovative features like real-time battles and a cooperative two-player mode, which allows two gamers to play simultaneously, look to broaden the appeal.

**3 Bet I'm a frickin' bird. What's my motivation?**

Treasure. Well, at least initially. Chocobo and Mog set out on a quest for riches, but we'll leave it to the master story tellers at Square Soft to come up with the compelling story.



**FOWL PLAY** The cutest critters from the *Final Fantasy* series hunt for treasure.



**CLAWING HIS WAY TO THE TOP** Full of apples, Tomba tries out the warm, ice-climbing squirrel clothes in the pre-requisite ice level.

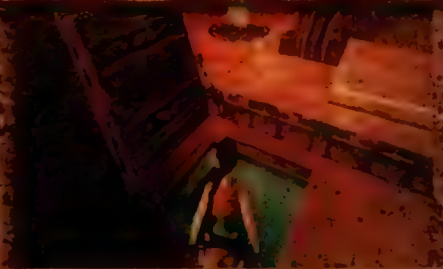




**GOAT**

In ancient Egypt, it was  
common practice to have your  
internal organs removed  
and your brain pulled out  
through your nose.

Of course ancient Egyptians were  
lucky enough to be dead first.







EIDOS  
INTERACTIVE

Could the next tomb Lara Croft enters be her own? Find out in Tomb Raider: The Last Revelation, her latest adventure. With seamlessly integrated gameplay and IMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider. Let's just hope it's not Lara's last.

**TOMB  
RAIDER**  
THE  
LAST REVELATION  
[tombraider.com](http://tombraider.com)





# PS QUICK LOOK

## Saga Frontier 2

■ RPG ■ Square EA ■ February

1 What's so special about *Saga 2*?

A young prince, Gustave XIII, is exiled for his inability to wield magical powers. Instead, he seeks bolsters his armies with machines.

2 So there's lots of battles and killing, right?

Absolutely. In fact, there's a choice of three battle modes. Duel allows one character to represent the entire team; Team lets each character fight in a turn-based system; Strategic allows the control of units on a large map.

3 Sounds intriguing, but what about close combat?

There are hundreds of combo attacks and detailed battle commands, such as swinging a sword horizontally or vertically.



**COME SAIL AWAY** Set sail with an epic story line and unique visuals.

# N64 QUICK LOOK

## Blades of Steel 2000

■ Sports ■ Konami ■ January

1 After last season, why should I care?

Well, the lineup has been upgraded with key additions. Medium-res graphics running at 30 frames per second and all-new motion capture should smooth out the action nicely.

2 But what's the game got that'll let it face off against the best in the league?

A new Success mode takes creating a player to a whole new dimension. Instead of just selecting height, weight, and position and assigning skill values, you'll need to train your player in order to hone his shooting, passing, and skating skills.

3 So it's as brutal and hard hitting as the real thing? Right down to the hand-to-hand fisticuffs. Even if you don't have a slap shot in hell of winning the Stanley Cup, a knee in your opponent's athletic cup is nearly as satisfying.



**PUCKER UP** Fighting and hockey: it's as synonymous as Canadian and bacon.

# Must Die Harder

Shoot off to Las Vegas for terrorist dismemberment, John McClane style.

■ SYSTEM PS ■ PUBLISHER Fox Interactive ■ DEVELOPER n-Space ■ THEME Action/Driving/Shooting ■ PLAYERS 1 ■ AVAILABLE February

## INSIGHT

**Q. Hey, where's the party, pal?**

**A.** In and around Las Vegas, chum. McClane blows up cars on the strip, runs through hotels cutting down terrorists dressed as bellhops (not to mention bellhops dressed as bellhops), and halts a prison riot by, you guessed it, blowing it up.

**Q. Does Bruce say "jerkweed" at all?**

**A.** No, for two reasons. This isn't 1988, so McClane's catch-phrases have moved away from the tragically unhip.

**Q. That's one reason.**

**A.** Oh yeah. Although the game stars a man with a balding head and a wife-beater vest, the similarities end there. Willis wasn't available. We think he's still lying low after *Apocalypse*.

While Bruce Willis finds more sensitive movie roles to grow his remaining hair in, his John McClane character has been resurrected. The big difference this time is a lack of big-budget movie tie-ins, as *Die Hard Trilogy 2* looks to piggyback onto the success of the first game.

Third-person action, on-rails gun shooting, and driving sequences won over fans the first time around, and so it comes as no surprise to learn that these elements - with no graphical advancements whatsoever - are back with a vengeance. Only the location has changed, as you'll be tagging and bagging enemy thugs in Nevada's kingdom of bad taste, Las Vegas.

Trotting through a jail riot or dashing about a hotel penthouse suite, McClane's third-person outings involve the execution of bad guys, the acquisition of body armor and increasingly bigger weapons, and the uttering of amusing one-liners. That strange x-ray vision, allowing McClane's mutant eyes to scan through nearby walls is back - and integral to his dodging ability.

Amazingly, the subsequent level switches styles to *House of the Dead*-style gun shooting, as *Die Hard Trilogy 2* mixes up the action to keep up the entertainment level up and peaking. Action is limited to



**POLICE (DON'T) STOP** McClane has the authority to barrel through mall kiosks.

emptying bullet clips into rioters' hides, shooting up crates to find fabulous floating machine guns inside, and peppering yet more holes into SWAT-gear clad bad guys. Of course, there's the option to miss the dozens of cowering innocents if you're after a perfect score.

Finally, car chases go off-road and into the darkness, as you're expected to chase and destroy fleeing suspects (in their highly flammable rides) throughout large scrubland and desert arenas before hightailing it back to the Vegas strip. Here, McClane takes on the role of medic, zipping through the streets to a crime scene, grabbing stretchered bodies and gassing it back to the hospital. A noble cause, one may think, until you realize you can run over pedestrians and wipe off their remains from your windshield.

These are all tried and tested action elements, but can John McClane still hack it three years on? When the project's finished, we'll be dying to find out.

- David Hodgson



**STRAFE CHAFE** Ignore the crazy floor tiles and focus instead on the two terrorists. Luckily, you have targeting eyewear.



**SELF SERVICE** Even the bartender's up to no good. McClane serves up his own shots.



# Take it on the Chan

Midway's kung fu fighter finally punch, punch, kicks out of development hell.

■ SYSTEM PlayStation ■ PUBLISHER Midway ■ DEVELOPER Radical Entertainment ■ THEME Action/Platform ■ PLAYERS 1 ■ AVAILABLE January

## INSIGHT

**Q. It's actually almost ready for me to play?**

**A. Yeah... no. Almost.** Although the levels are now complete, there are still artificial intelligence techniques to tweak on the enemies to stop them from facing walls instead of slapping down Chan.

**Q. And those Dragon Heads?**

**A. They're still your primary collection items, along with Chinese food cartons and carrots. You'll find them floating inside Ming vases and barrels, obviously.**

**Q. Does Jackie sing any Elvis tunes?**

**A. Not as yet, but he does provide stilted color commentary after a particularly dexterous cut-scene. The guy may be made out of Play-Doh, but those vocal chords are still Kong-san Chan's.**

**Despite being 45 years old, Jackie can still kick like a mule, play the part of a devoted grandson, and search a Shaolin temple for his kidnapped kin. Enter the Stuntmaster.**

**T**here's big trouble in little Chinatown. Aside from a sizable Triad infestation, the sewers are teeming with jump-suited henchmen, there's rooftops brimming with maroon-colored ninjas, and as for Jackie's favorite soup kitchen... well, there's a giant chef swinging a meat cleaver with a mean left hook, just waiting to cook up a little heat and hack off a finger or two.

There's not much chance of that happening though, as Radical Entertainment have gone for a more stumpy look and feel to Jackie and the goons his slaps about. There's an eerie quality about squat cartoon-style graphics that have been motion-captured from Jackie's own bounding and prancing - although the movements of Jackie's jumping, sweeps, and punches all have that trademark chop-socky feel to them.

Additionally, combination attacks can be rained down on your po-faced goon grunt, with Jackie swaying and listing as he switches to drunken kung-fu style before swooping down to flick an opponent into the air. Juggling with humans has never been more invigorating,



**SHAOLIN SHOWTIME** Four monks try to halt Jackie's infiltration of their temple.



**ROCK AND ROLLER** Jackie attempts to paint over the downtown ninja rooftop problem.

especially on balconies where a drop into inky blackness awaits those practicing kung-foey. Chan can even throw in a butt-shove to completely humiliate those who seek to halt his grandfather's rescue.

All we need is a guest appearance from Bolo "Beast From the East" Yeung, a couple of nunchuk wielding goons, and some graphical grooming, and there's a chance this could provide a walk-along beat-'em-up alternative to *Wu-Tang: Shaolin Style*.

- David Hodgson



**DANTE'S INFERNO** Jackie, in mid-roundhouse kick, plants one firmly in Dante's family jewels. Those boxes are full of food.



**MIND IF I CUT IN?** Chan's waltz ends abruptly as thug number two charges in.

## DC QUICK LOOK

### Test Drive 6

■ Driving ■ Infogrames ■ December

**1 Anything new this time around?**

You can bet on the outcome of a race to earn (or lose) more cash, but that's about it. The Cop Chase modes return in *TD6*, although this time you don't have to unlock 'em.

**2 Is it the same as the PlayStation version?**

Well, yes. The graphics are significantly improved, but gameplay, tracks and cars are unchanged. Look at those fluffy clouds.

**3 More Fear Factory, eh?**

Seems every game these days has at least one Fear Factory song, and *TD6* has more than that - it's got a Fear Factory cover of Gary Numan's *Cars*, and the band's in the opening movie.



**CUFF 'EM AND STUFF 'EM** An unfortunate run-in with Johnny-Law in London.

## PS QUICK LOOK

### NBA ShootOut 2000

■ NBA Basketball ■ 989 Sports ■ December

**1 ShootOut 2000? What happened to ShootOut 99?**

Basically, it sucked so bad 989 Sports decided to can it. Hopefully, Don Nelson's sorry ass will be next.

**2 Any new features?**

*ShootOut 2000* enables gamers to create their own dunks. New options include hot and cold streaks, read and react offense, matchup and deny defense, and a bunch of nifty new moves like the no-look and behind-the-back pass.


**3 Is it better than Live?**

It's still early, but the game speed needs to be turned up and the gameplay smoothed out if *ShootOut* hopes to remain competitive.



**NICK THE QUICK** Van Exel throws an off-balance shot as both teams stand there.





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# High Speed King

The greatest racing game of all time is coming back to a PlayStation near you.

■ SYSTEM PS ■ PUBLISHER Sony ■ DEVELOPER Polyphony Digital ■ THEME Driving cars you can never own very, very quickly ■ PLAYERS 1-2 ■ AVAILABLE December

## INSIGHT

**Q. How much more *Gran Turismo* goodness can they cram on a little PlayStation disk?**

**A.** A lot more. The graphics engine has been made 20 percent more efficient since *GT*, and the game's producer told us the first *GT* used 75 percent of the PlayStation's power—*GT2* uses 100 percent. **Q. Is it still going to be full of weird cars like the Fairlady Z and the Silvia?**

**A.** They're in there, but almost all of the big name American and European car makers are in this time, too.

**Q. How about the Mitsubishi Lancer Evolution VI?**

**A.** Heck yeah. But if you want to know what it's really like to drive the newest Evo, turn the page... no wait, read the preview, then turn the page.

We're giggling like schoolgirls in anticipation of what will almost certainly be the best driving game in the post-*Gran Turismo* era. What could it be? Oh, we don't know... a little game they call *Gran Turismo 2*? Ever hear of it? Ever dream of it?

Like the comedian who has to get up on stage after Chris Rock brought the house down, the follow-up to *Gran Turismo*, the third best-selling PlayStation game in history, better be good. Judging from what we've seen so far, though, it's a lot more than just good.

The original *GT*, billed as "The Real Driving Simulator," knocked us on our collective cans with this novel concept: cars in the game actually behaved like their real life counterparts. Seems like an obvious goal for any driving game to aspire to, but *GT* was the first, and, at the moment, still the only, to come anywhere close to pulling it off.

*GT* was so good that *Gran Turismo 2* is in something of a unique



**HELL FOR LEATHER** Not up on two wheels? Then you're not trying hard enough.



**LUBE JOB** A Shelby GT500 powers out of a corner and pulls away from the trailing pack of Mopars and a straggling '69 Corvette.

position for a sequel: gamers aren't really expecting many improvements to the way it plays. The original was pretty much perfect. All we want is more of everything, please.

So we're happy to report that's exactly what we're getting, and then some. *Gran Turismo 2* will feature 594 licensed cars from over 30 manufacturers. You'll be able to drive cars that have never been seen on US streets, and we're not just talking about some three-cylinder Suzuki shoebox. The hottest cars from companies like Alfa Romeo, Lancia, Lotus, RUF (a Porsche tuning company), TVR, and

Venturi are all in there, along with a few models from Ford and GM that aren't for sale here. The only big names that haven't jumped on the *GT2* gravy train are Porsche, Ferrari, and Lamborghini, but hey, who needs those sissy cars when you can drive a 900-plus horsepower Skyline GTR or a rally trim Mitsubishi Evolution VI?

Classic car fans prepare to wet yourselves, because *GT2* also includes a race series for vintage sports cars. You've got your American muscle like the '69 Corvette 427, Shelby Cobra, Plymouth 'Cuda and Roadrunner Superbird, plus European and Japanese sports cars like the '64 Lotus Elan, Mini Cooper, '73 Lancia Stratos, Datsun 240Z, and '83 RX-7 Turbo.

The game will feature over 20 tracks, including a few carry-overs from the original, and most tracks can also be raced in reverse or at night. A couple are based on real racecourses, like Laguna Seca, and there's even a Rally Mode with dirt tracks, including a re-creation of the Pike's Peak hill climb. Our sources in Japan tell us, however,

## Gran Turismo 2000

Start salivating now because you ain't seen nothin' yet. *GT2000* is around the corner.

Sony has confirmed that *Gran Turismo 2000* is being developed for the PlayStation 2 and is expected to be a launch title.

*GT2000* isn't a sequel though, it's just *GT2* with PlayStation 2 graphics, not that that isn't worth getting very excited about, or even hot and bothered. The next installment of the series will be *Gran Turismo 3*, also for PS2, expected in 2001.







**OVERCOOKED** Getting a little exuberant in a four-wheel-drive Mitsubishi Lancer Evolution VI, the new Impreza killer.

that the Rally Mode isn't a multi-car race - like an actual rally, it's a time-trial.

GT2 will also include an option for realistic car damage. With damage on, car models will not show visible scrapes and dents, but 150mph head-on collisions with cliff faces and guardrails will adversely affect vehicle performance. Gamers will also be able to opt for more re-

The aggressive driving techniques that worked so well in the first *GT* may not be so effective this time around. A pity.



**ARSED OUT** A Corolla slides around a switchback on the Pike's Peak hill climb.



**KISS MY GRIT** A rally-trim Lancer kicks up dust and four-wheel drifts through a bend on one of the dirt tracks.

alistic car-to-car crashes, so the aggressive driving techniques that worked so well in the first *GT* might not be so effective this time around. A pity.

Prepare to pull your hair out all over again though, because the licensing system is back and badder than ever. Gamers will be able to go for 60 different license tests, 44 more than the original, but we've heard rumors that saved *GT* games, along with your hard-earned International-A certification, will be transferable to *GT2*.

Hardcore *Gran Turismo* fans will remember that the American version of *GT* had mildly different physics than the Japanese version, which was slightly slower but a little more demanding. The near-simultaneous worldwide release of



**TAIL END CHARLIE** A Skyline chasing a Skyline around the Grand Valley circuit.

GT2 makes this sort of regional tweaking very unlikely, although we will get a different opening movie and soundtrack than Japanese gamers. And if the Japanese soundtrack is anywhere near as bad as *Sega Rally Z's*, you'll be thankful.

- Demian Linn

## Inside the mind of Gran Turismo

Producer Kazunori Yamauchi gets lapped by old ladies.

Why is the *Gran Turismo* series so damn good? Because Producer Kazunori Yamauchi is probably the biggest car freak at any software company. He's got a Lancer Evolution V and a Honda S2000, and he's not afraid to race 'em. He used to have a Nissan Skyline GTR... until he totaled it. And you have to be either Italian or racing really fast to do that.

**Have you ever had any ideas for the game while driving your car?**

The reverse. When I'm playing *GT* there are things I discover that I'd like to try in a real car. I thought it would be too dangerous to attempt, but when I succeeded in the game, I had the confidence to try.

**Why do most professional Japanese drivers do so badly on the world's racing stage, in F1, rally, or whatever?**

I went to Europe to see the Monte Carlo rally for research. While there I rented a car and drove around, and I have to say that European drivers, especially the French and Italians, drive at crazy speeds on the road. Even when I thought I was driving hard an old lady overtook me and sped away. Unbelievable! They're in a completely different league.

**Do you have a favorite race driver?**

I like Carlos Sainz, I watched him win the Monte Carlo rally.

**The replay mode in *Gran Turismo* was**



**the first to really bring a cinematic sensibility to a racing game. What kind of movies do you like?**

I like Lucas and Spielberg. I was a big fan of theirs when the first *Star Wars* movie came out. At that time I was in a movie club at school, and we used to make a movie every year. In fact, I actually wanted to become a film director. When I decide on the camera work for *GT2*, I'm putting my past experience to good use.

**Are there any cars in the game that haven't been released yet?**

Yes, there are several cars like that. For example, the Celica XYR and the Toyota MRS, which was just shown at the Tokyo Motor Show, are in *GT2*.

- Warren Harrod



The nice man from Mitsubishi was sitting in the passenger seat, a death grip on the grab handle and a worried expression on his face. Up into fourth gear and we hit that point where you're going so fast, a glance at the speedometer is out of the question; your field of vision narrows to a small patch way off in the distance ahead, and everything else is a dark blur.

I stood on the brake and clutch and heard Mitsubishi guy grit his teeth in the brief flicker of silence before I nudged the throttle with my heel, then downshifted to third and set up for the corner. We were hurtling through the twisting switchbacks of Mt. Tamalpais, a rocky cliff face on one side, sheer drop-off on the other, in a Lancer Evolution VI. Oh yeah, and it was the only Evo VI on the entire continent of North America, it was going to some big car show the next day, and no other magazine in the country had even seen it yet. A scratch, dent, or unplanned off-road excursion would not go over well.

But I tried not to think about that as I floored the accelerator again, knuckles white on the wheel and praying to Mario. With 276 horsepower, the

Evo rockets from zero to 60mph in an absolutely sick and disgusting 4.4 seconds, and on to 100mph in 11.2 seconds (not that we'd ever go that fast, Sheriff). Up to 4000 rpm the Evo is just moderately quick; then the turbo kicks in hard, shoving you back in the seat as the car leaps forward and the revs climb to the 7k redline.

Lucky for us, the Evo VI handles so well you'd have to drive like a complete maniac to get it to part ways with the road, not that we didn't try. It's got four-wheel drive and a race-tuned suspension, so grip is unbelievable, and the car can take corners at speeds that are just plain wrong. In tight turns, the front end will push wide if you're cracking the whip, and the tail will start to step out around seriously quick bends, but you really, really don't want to be traveling at that velocity on public roads.

Which is why this car comes into its own on the track. The Evolution V won the World Rally Championship in 1998, and this year the Evo VI is the favorite car of private teams without tons of cash, because it doesn't need much

tweaking to be competitive with custom-made rally cars from other manufacturers.

Yet in the highly unlikely event that you ever see one on the street, you probably won't give it a second glance. It looks like a normal family sedan



#### Lancer Evolution VI The Numbers

##### Engine:

2.0l 4-cylinder turbo

##### Power & Torque:

276hp at 7000rpm

275lb-ft at 3000rpm

##### Power/weight ratio:

211hp per ton

##### Performance:

0-60mph - 4.4sec

0-100mph - 11.2sec

30-70mph - 4.1sec

¼ mile - 13.3sec

##### Top speed:

150mph

##### Rating:

★★★★★



# THE NEW EVOLUTION VI

**We drove Mitsubishi's best, and this time we weren't playing around.**



with a body kit and an ostentatious double rear wing. Look a little closer, though, and you'll notice the intercooler wedged behind gray wire mesh beneath the bumper, and the huge, ventilated disk brakes with red Brembo calipers. The big hood scoop helps keep the engine cool and lets the turbo breathe, while the smaller intakes along the bottom of the front valence direct air to the brakes. That wild rear wing also adjusts, for those moments when too much downforce just isn't enough.

During our hair-raising day in the Evo's driving seat, we had our share of "oh, crap!" moments, and we're sure the Mitsubishi guy had many more. But we avoided the fuzz, any collisions with trees, large boulders, and even small furry animals. There was an encounter with a Park Ranger, but we talked a good game.

And we'll give you one guess as to which car will be the first we trick out in *Gran Turismo 2*.

- Demian Linn

## Going head to head

The *Gran Turismo 2* development team drove hundreds of different cars while working on GT2 with the aim of making every car in the game behave like its real-life counterpart. But how close to the genuine article can you get with a video game? Holding the keys to the real Evolution VI in one hand and a demo version of GT2 in the other, we decided to find out.

We picked an Evo VI in metallic silver, just like the one we'd been driving, except with a pair of orange fog lights in the front, and then hit the virtual track. Rev the engine to 3,000 rpm and drop the clutch on the real car and you won't get much of a response—with a wheel drive there, just the much-anticipated chirp more than a chirp from the tires. Same thing happens from the starting grid in the game too: when the lights go green you won't be spinning your wheels in to second gear like you would in a Viper.

But in the virtual Evo VI, you won't get that foot-in-the-tomach feeling of acceleration as your grip tightens, all the steering wheel and you struggle to upshift before the redline, which is part of what makes driving the real Evo VI so much fun. Of course, you aren't in constant danger of losing your license either.

Our arcade mode was pretty close to the version of GT2 we had, but we noticed the car didn't accelerate quite as quickly as we thought it would. A Mustang GT was able to keep pace with us off the line, which would never happen on real roads. That made it knowish and broad of the brakes as the car's increased was dead-on, though.

The Evo's amazing brakes are still pretty amazing in the game, too, and the handling is also remarkably accurate. The car is a slightly more prone to understeer when the front wheels push wide of the turn on real roads than it is in the game, but it's easier to dial out and drift around corners when you aren't in a constant fear for your life.



**THE REAL THING**



**THE UNREAL THING**



**The Lancer Evolution VI is so quick it's scary. What would it be like to own this car? Life would be a big blur, punctuated by speeding tickets.**

Overall, there's nothing that could compare to having a real Evolution VI in your garage, but you can do things with the Evo in GT2 that you wouldn't do with the genuine article. Not that you *couldn't* do them, it's just that general feelings of self-preservation would probably get in your way. So unless your name is Tommi Mäkinen and you drive for Mitsubishi's factory team in the World Rally Championship, pick up your dual shock and get ready.





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# Hoosier Daddy?

Hoping for more alleys and less oops, EA Sports brings back the *Madness*.

■ SYSTEM PlayStation ■ PUBLISHER EA Sports ■ DEVELOPER Black Ops ■ THEME College Basketball ■ PLAYERS 1-8 ■ AVAILABLE December

## INSIGHT

**Q. How many teams are in the game?**

**A.** *March Madness* sports a staggering list of over 150 Division I men's teams, along with 16 Division I women's teams.

**Q. Women's teams? Can they dunk?**

**A.** Not quite, but they dribble so fast, you'll swear they're Steve Francis in a wig. Enough with the coochie, though, let's talk about Dick.

**Q. Actually, I'd rather talk about coochie than Dick.**

**A.** Not when we're talking Dick Vitale, baby! He provides the color commentary. *Madness* also includes a Dynasty mode, crowd chants, fight songs, and players who actually dive on the court for loose balls.

Since the days of *Coach K*, EA Sports has been attempting to create a college basketball game that explodes with all the moves and dunks of the electrifying championship tournament. Is this the year they finally succeed?

If you're a basketball fan, no sporting event delivers the emotion, excitement, and entertainment of the March Madness collegiate tournament. Unfortunately for fans of college hoops, however, EA Sports has had trouble over the last couple of years trying to package all of that intensity into a video game. Enter Steve Francis. The former Maryland star has been working with the development team to ensure that this year's game is the best basketball title on the market. "I gave the guys at EA Sports a lot of ideas on how to develop the most realistic basketball experience possible," Francis told *incite*. "I showed them different player reactions after dunks. I also told them to crank up the speed and improve the control over last year's game."

To help develop player manipulations, Francis worked with EA Sports on a new dribbling system entitled Dynamic Ball Control. The DBC mechanics will enable players to dribble behind their backs and between their legs and even shake



**KENTUCKY KILLA** The Wildcats' shooting guard throws down a monster jam.

n' bake defenders on drives toward the basket. And, according to Francis, the ball control will make all the difference. "*March Madness* has so many new moves that I don't think any game can beat it. At least not this year." Judging by the early version we played, he might be right.

- Jon Robinson

## Houston, we have a point guard.

NBA rookie Steve Francis talks about his role in the *Madness*.

Basketball analysts look at Steve Francis and call him the next Allen Iverson. Forget that. We say that in five years they're going to be calling some young prospect the next Steve Francis. Here's what the new kid on the court had to say about *March Madness* and his quest to be NBA Rookie of the Year.

**How did you begin working with EA Sports?**

Initially, I knew that they'd be coming out with a new *March Madness* for 2000, and every year, they put a player who went pretty high in the NBA draft on the cover, so I asked one of my representatives to contact them. At the same time, they were inventing their new dribbling system and needed someone with ball handling skills to show them some different moves.

**Are you a big gamer?**

I love all types of games from *GoldenEye 007* to *Mario Kart*. I play games all the time. Last year, in college, we used to bring our systems with us on the road. I don't know how the veterans on the Rockets will react to the rookies playing their PlayStations in the hotel, though, but I'm hoping it won't be a problem.

**What do you think will be the biggest difference between playing in college and playing in the NBA?**

I think that the length of the games - from two 20-minute halves to four 12-minute quarters - is going to create a lot of wear and tear on my body. I need to get mentally prepared to play that length every game.

**Who is going to win Rookie of the Year?** Hopefully I'll win, but if I don't, and the Rockets win the championship, I won't be mad.



**TARRED AND FEATHERED** The North Carolina center soars sky high on his way to the hoop as the defense can only watch in horror.



# Voodoo Baddy

Swing between the worlds of the living and the dead to stop the Apocalypse.

■ SYSTEM Dreamcast ■ PUBLISHER Acclaim Ent. ■ DEVELOPER Acclaim Studios - Teesside ■ THEME Adventure ■ PLAYERS 1 ■ AVAILABLE December

## INSIGHT

**Q. Liveside, Dead-side, outside, inside - what's the deal?**

**A.** It plays like two games in one, with major firepower required to persevere in one world, and supernatural powers in the other.

**Q. Is one world better than the other?**

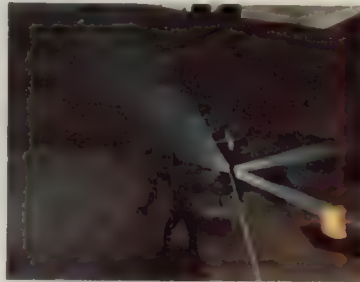
**A.** Well, in the real world, you're alive. But in the dead world you'd be invisible and able to sneak into girl's locker rooms. No, I meant which is better in the game? **A.** That's the cool part - you can switch over to either world at will. And you'll need to in order to find the items and all the answers in this adult and troubling tale.

**Armageddon approaches, and evil gathers its forces - an army of the damned led by the most twisted serial killers of history. Only one man can stop them, and he must enter into the shadow land of the dead: Deadside.**

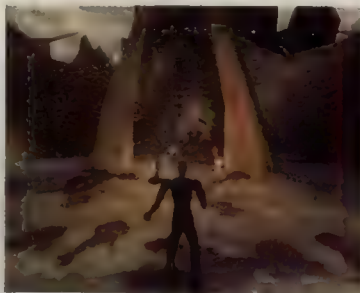
A prophetic nightmare vision sets the stage for *Shadow Man*. In the mysterious underworld of New Orleans, a Voodoo sorceress named Mama Nettie foresees the coming of the Apocalypse - a day when the dead will rise and enter the world of the living once again. A dark figure named Legion has been gathering the souls of serial killers in preparation for that dreaded day.

Nettie has prepared for the final battle by forcibly implanting the powerful Shadowmask in the chest of one Mike LeRoi. While not as dire a surgery as the one performed by Lorena Bobbit, Mike's destiny is forever changed as he is now Shadow Man, a man capable of crossing over to the land of the dead at will.

Shadow Man's quest takes him through 20-plus levels is set across two worlds. The story line is non-linear, as you decide when and where you travel between Liveside and Deadside. Careful consideration of this feature is required to gather Voodoo artifacts in order to uncover the mysteries that riddle Deadside.



**SPLITTING DEADACHE** Enemy deaths are graphic, as bodies literally shred apart.



**DREADSIDE** I don't think we're in Kansas anymore, Shadow Man. Deadside oozes evil.

Everything from eyes, ears, and nail clippings to necklaces of human teeth are essential to survival.

Armed with real or Voodoo weapons, depending on the dimension, Shadow Man will deal out death or vanquish souls with the the Magnum Desert Eagle, the Violator, the Flamebeau, or the ultimate Voodoo weapon, the Asson. But brute force will not be enough for Shadow Man. You will be required to search serial killer profiles and read ancient prophecy texts in order to discover elusive clues.

The ability to control each of Shadow Man's arms independently is an innovative control function. Unlike Lara Croft, Shadow Man can still hang on to a wall while employing one of his many weapons. While there aren't as many special moves for the character as in a *Tomb Raider* game, *Shadow Man*'s movements are fluid and natural, and the power of the Dreamcast is put to good use as the environments are visible to the distant horizon.

- Roger Burchill



**DOOM RAIDER** Traditional 3D adventure gaming meets a decidedly dark, disturbing, and mature story line.

## N64 QUICK LOOK

### Battlezone 64

■ Action/Strategy ■ Crave ■ 1st Quarter

Is this a remake of the arcade game from 1979?

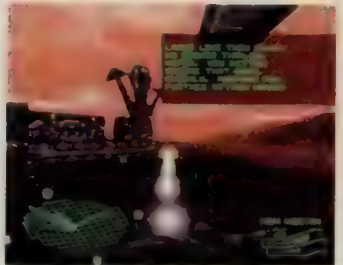
This is an N64 version of the PC game, which was based on the original arcade game. It's been updated with new graphics and game options.

A half-assed attempt to repackaging an old game?

Calm down, this isn't *Asteroids 64* we're talking about. This is a strategy game that uses a first-person perspective and lets you get in on the action, like *Starcraft* meets *Doom*.

One more reason to avoid getting a PC, eh?

In addition to the high-costs, quick obsolescence, lack of portability, and utter lameness that comes with it, yes. Now one more game has made the exodus to the promised land.



**SECURE THE AREA** Lay down some cover fire while your turrets set up.

## DC QUICK LOOK

### Striker Pro 2000

■ Sports ■ Infogrames ■ February

*Striker Pro...* all right! Bowling on the Dreamcast!

Not quite. It's soccer, the so-called Beautiful Game. We're talkin' 44 European Club teams, plus international teams and the UEFA license.

Oh. Any big names up there in the press box?

Commentators Jonathan Pearce and Ron "Big Ron" Atkinson, whose vocal stylings are legendary in England - but completely unknown on this side of the drink - man the booth.

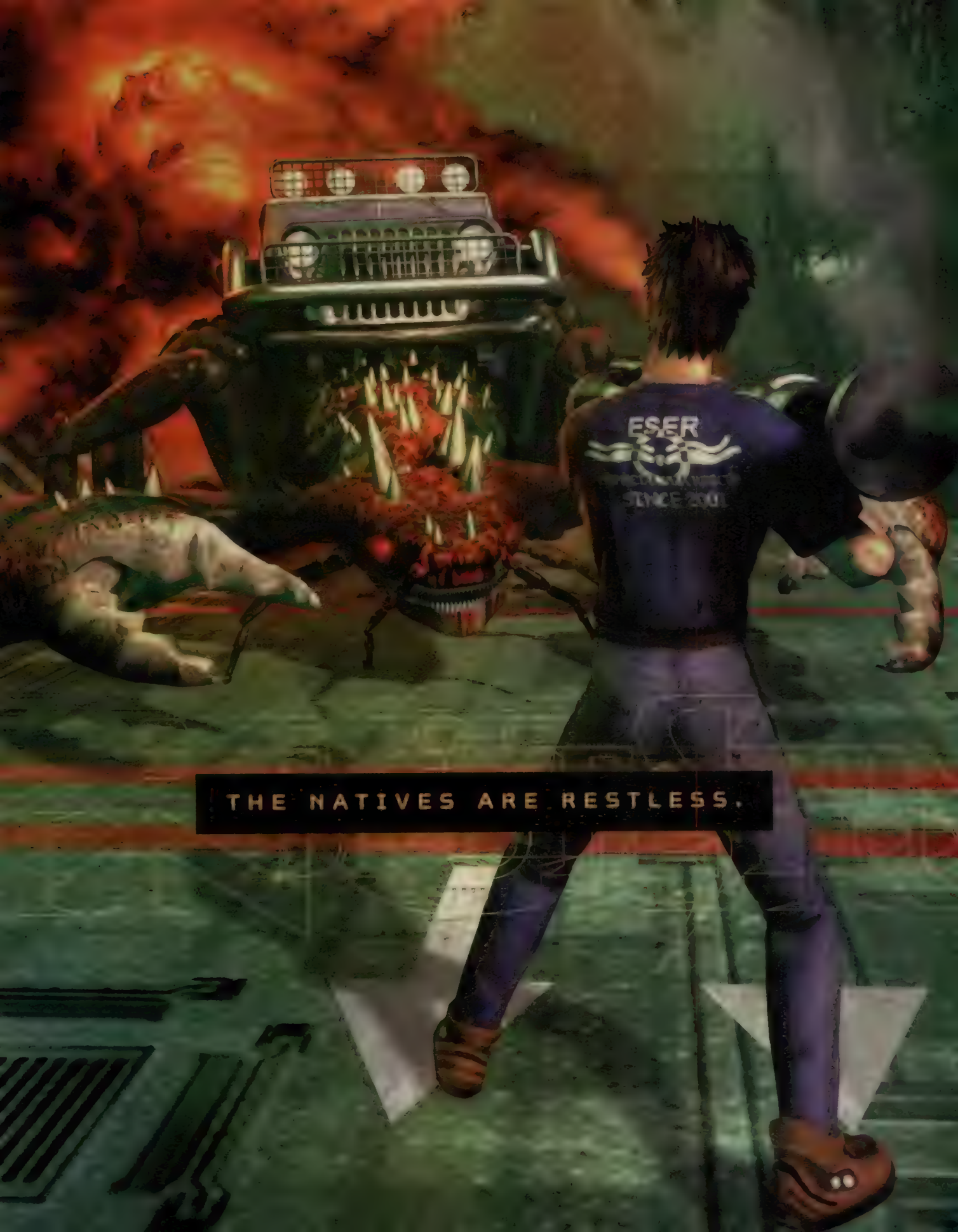
So, what, did they get Poldi to help with AI or something?

Uh no, but they did land Ruud Gullitt instead, who, if nothing else, at least has a great name. And stylish hair, can't forget that.



**PROTECT THE JEWELS** Team USA defends a free kick by those damn Canadians.





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Sega Dreamcast



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INTERVIEW ICE-T

# BODYCOUNT





**Systems Owned:**

Atari 2600, Sega Genesis, Super Nintendo, Nintendo 64, PlayStation, Dreamcast

**Arcade Machines**

**Owned:** *NBA Jam*, *Virtua Fighter*, *Mortal Kombat 3*

**Favorite Resident Evil:** *Resident Evil 2*

**Favorite Zombie movie:** *Dawn of the Dead*

**Rob Zombie?:** "He's a cool guy."

"I do more aggressive stuff, and *Mortal Kombat* was the first game that really had blood in it. So for me it was more real, it was a rush."

We all know **Ice-T** is a rapper, actor, and author. But when we heard he's also a *Resident Evil* survivor, we got him a sneak peek at the upcoming **Resident Evil: Code Veronica**. Writer, smart-ass, and couch potato Paul Semel tagged along for this exclusive interview.

**I**n some ways, Ice-T is a lot like Shaft. Granted, he's understood by more than just his woman, but the man is still one bad mother...shut yo' mouth! So bad, in fact, that his wallet doesn't need to say "Bad Motherf—er" on it.

But in some ways, Ice-T is not like Shaft. For one thing, Shaft was never this confused. Staring at the TV, Ice has no idea what to do. "I'm lost, man," he mutters, gripping the Dreamcast controller and staring at the VMU as if it might have the answers. "I'm just lost."

Behind him, someone says, "I think if you go along that wall..." and Ice takes his word for it. But when the rapper goes along that wall, he just ends up at another dead end. "I just want you to know," Ice finally says, sarcastically, "you guys are a lot of help."

That neither Ice-T nor anyone else in the room knew what to do isn't as unexpected as you'd think. After all, the game he was playing, *Resident Evil: Code Veronica*, won't be out until March, and the version he was playing had never been seen in America before. In fact, the Dreamcast disc had to be escorted to Ice's Hollywood home by a representative of Capcom, who was probably told to take a bullet before letting the game get out of his hands.

But if there's anyone who could take on such an early version of this game, it's Ice-T. Not only has he beaten both the first and second *Resident Evil* games, but the video game junkie — who owns a number of different home systems and arcade machines — will have probably finished the *Jurassic Park*-esque survival game *Dino Crisis* by the time you read this as well.

"I remember when the first video game came out," he admits. "I'm old enough to know *Pong* and all that kind of stuff. But I really started getting more and more into them when they started putting in storylines and adventures. When they had games with balls flying around, and you'd win points, that wasn't really exciting to me."

"The first game that I really got sprung on," he continues, "was this one where you had to find keys and there were puzzles and you had to cross this bridge and so on. I can't remember the title of it — damn, that's the coldest thing — but I really got sprung on this game. I was calling up the company, trying to get clues."

Given his choice of decor — figurines of horror icons Chucky and Pinhead sit atop his TV — it's not surprising that another early favorite of Ice's was *Mortal Kombat*. "I do hardcore music," he notes, leaning back a bit. "I do more aggressive stuff, and *Mortal Kombat* was the first game that really had blood in it. So for me, it was more real, it was a rush. The first time I saw a fatality, I was like, 'Yo, this is it, this is what it's about.' It was just wild how the game played, I really dug that game."

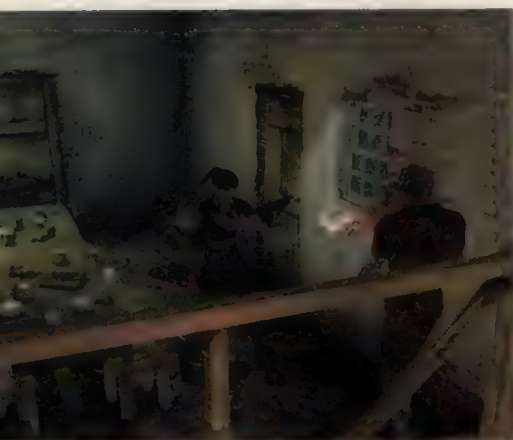
"Unfortunately," he adds, "when it came out on the home system, it didn't play as quick, and by not having the big controls, I couldn't move it right. So I bought the arcade game. And when we were building the studio downstairs, we had a little room next to it that just

*Continued on page 100*



**PIMP-SLAPPED** One of the game's new mutations prepares for a little hand-to-hand action.





**ROOM WITH A SPEW** Popping a number of rapid-fire caps into your foes causes undead blood loss.

Continued from page 99

looked like the place to put some arcade games, so I wrote arcade games into the budget. Now we have *NBA Jams*, *Virtua Fighter*, and *Mortal Kombat*—though it's not *Mortal Kombat 4*, it's *Mortal Kombat 3*. We haven't taken it to the next level."

Even with his own arcade, Ice still plays games on his TV, especially if they combine action with a story. "I like ones that give you a little bit of motivation," he explains between gunshots. "You've got to put a little bait in front of me to make me keep playing, otherwise I get bored. Like that part where the zombie got dragged under the building, that's all you need. It gets weird when you're playing these games and you can't tell if you're moving forward or not. The little movies are like clues: 'Okay, cool, you're doing the right thing.'"

"Like my kid is playing *Pokémon*," he adds, "and he's like, 'You can play with every character, it's endless.' F— that. I'm not seven years old, I need to think I won something. I'd lose my mind playing some game that never stops. Though it's funny when you get to the end of the game and it says, 'If you can beat this game in two hours, you can get the special gun,' and you look at your time and it's 86 hours."

Ice also says that he likes the pace of the *Resident Evil* games. "It's not one of those games where you're constantly running," he explains. "I had this other game, where you were running, and things were exploding under me...f— that. I hate f—in' jumping games. That s— makes me crazy. I want to walk around and blow s— up. But in *Resident Evil*, you can stop in the hallway and catch your breath and think things over. So it gives you the vibe of actually being in the house."

"The other thing about *Resident Evil* that I like is," he continues, "is that although it's a skill-based game, it's not a game you can't beat. If you run out of bullets, you can still run and find more bullets. Some games are so complicated that you can't win, and when you've played for eight hours, and get to a point where you can't get out because you didn't get the key in the first level you're like, 'F— this game!' Like with *Syphon Filter*: I was having so much distress getting off the roof that I haven't played the game again."

Ice-T ain't no quitter, though. When he gets stuck, he hits the books. "I buy the user's guide when I buy the game," he says with no remorse. "There's no ego in my gaming. I'm not trying to prove anything to anybody, I just want to see the next screen. So usually I buy one of those books, but I keep it off to the side, and if I get stumped, I'll go and find how to do it."

What's surprising, though, is that Ice usually doesn't head onto the Internet to find himself a cheat code. Surprising because Ice is one of most Internet-friendly rappers around. Ice is currently signed to Atomic Pop ([www.atomicpop.com](http://www.atomicpop.com)), an MP3-loving record label who made his newest album, *Seventh Deadly Sin*, available for digital download and online ordering before it hit regular record stores. He's also got his own personal website ([www.mcicet.com](http://www.mcicet.com)) and his own label, Coroner Records ([www.coroner.com](http://www.coroner.com)) loaded up with MP3s.

"Anybody who's dealt with MP3s knows they're the new format for music," he says. "A lot of people really don't want to admit it, but once you've been introduced to it, you can't see any other way of playing music. Sure, most people won't download an album these days, they don't have the technology, but two or three years from now, it'll be the way."

One has to wonder when the man has time to download any music, though. He's shot a half-dozen films this year—including *Quicksand* with Dennis Hopper and Michael Madsen and *The Heist* with Luke Perry—has a recurring role on *V.I.P.*, and has started recording a new album with his metal band, Body Count. He might even do the voice of a pimp in an upcoming *Duke Nukem* game, if they can work it all out.

At the moment, though, Ice isn't really thinking about anything but the zombie shuffling towards him with a hungry look in its eye. While Ice says he's able to do more than one thing at once—"I can stand on my head and gargle peanut butter; you don't even know what I do"—his

focus seems to be on popping some caps in some undead guy's ass. And arms. And legs.


"The thing I like about this," he says, motioning towards the screen at a lifeless corpse, "is how the zombie's arms come off. One of the cool things about these games is that if you shoot the zombies, they fall down, but then they get back up. You've got to really kill the motherf—ers."

"I also like the machine guns," he notes, "and how you can shoot two zombies at once. But I couldn't tell the difference in the graphics between this and the other one. Though like you said, this is an early version. Maybe if we put the old one next to it."

"The thing is," he concludes, finally setting down the controller, "you've really got to spend a lot of time playing *Resident Evil*. There's a lot to it." ■

Check out Ice-T's latest album by logging on to [www.atomicpop.com](http://www.atomicpop.com). Also look for our exclusive preview of *Code: Veronica* on page 102.



A close-up, profile shot of Ice-T wearing a black zombie mask with a large, white, stylized 'X' on the forehead. He is looking upwards and to the left. The background is dark and out of focus.

"The thing I like about this is how the zombie's arms come off. One of the cool things about these games is that if you shoot the zombies, they fall down, but then they get back up."



# Hell in a Cell

From island prisons to revolting zombie mutations – this is the most impressively ghastly *Resident Evil* of all.

■ SYSTEM Dreamcast ■ PUBLISHER Capcom ■ DEVELOPER Capcom/Sega ■ THEME *Resident Evil* with spit, polish and freaky mutant zombies ■ PLAYERS 1 ■ AVAILABLE March

## INSIGHT

**Q. Claire Redfield – she's familiar....**

**A.** She should be; she starred in *Resident Evil 2*. Now she's back (with some brotherly love) to sort out genetic viral experiments and the walking dead, but she's a long way from Raccoon City this time.

**Q. You mean Chris Redfield's also here?**

**A.** Certainly. Chris "I hope this isn't Chris' blood" Redfield also joins his kid sister, although he's been kidnapped. No brown suede jackets this time – Chris is back in S.T.A.R. team uniform.

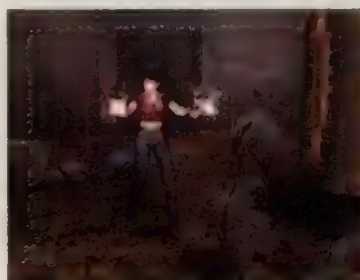
**Q. How long is this jaunt going to take?**

**A.** Early reports suggest those completing *Resident Evil 3: Nemesis* will need twice as much free time to finish off every last undead foe in *Code: Veronica*. Our guess? More than twenty hours of horrific gameplay.

From the very moment that Claire Redfield swung her pony-tailed head around, drew two machine-gun pistols from her holster and cut down two different advancing corpses, we knew that *Resident Evil – Code: Veronica* was more than just a tricked-out PlayStation game.

In fact, if the rest of Claire's adventure is any more visually spectacular than the half-hour demo we played through, we'll never be able to return to the previous *Resident Evil* incarnations again. Hell, we won't need to rent horror movies any more – *Code: Veronica* could provide all the cinematic and interactive experiences we'll ever need. Factor in all the blood, sweat, entrails, and B-movie dialogue, and this could be Capcom's greatest gore-filled achievement in the field of survival horror – and yet another compelling reason to switch to the Dreamcast.

But let's not get too overly slathering with our praise just yet. *Resident Evil – Code: Veronica* needs to be an irresistible entice-



**WOO IS ME** Claire Redfield surprises even herself with her ambidextrous gunfire.

ment, a game that takes the *Resident Evil* formula to the extreme – especially as the recently announced conversion of *Resident Evil 2* for Dreamcast isn't likely to hit Stateside. Fortunately, Shinji Mikami – the creator of the series – is working feverishly with both Capcom and Sega developers to make sure the whole gruesome experience is one that turns heads as well as stomachs.

Although sketchy at the moment, the plot centers on Claire Redfield's hunt for her brother, Chris, three months after the culmination of *Resident Evil 2*. Hearing



**RELEASE THE HOUNDS** Fire casts an eerie glow as a doberman drools on Claire.

he's somewhere in Europe, she heads off, but is abducted before she can cross the Atlantic and regains consciousness in an abandoned prison camp on a remote island in the tropics. Upon waking up, she uncovers two main facts to aid her flagging morale – she's still carrying sizeable firepower (machinegun and regular pistols, plus ammo) and equipment, and she's made out of many more smooth polygons without jagged edges, looking almost as real as her CG self was in *Resident Evil 2*.

She's not the only one getting a makeover. The entire prison camp is fully three-dimensional, meaning the camera isn't static any more – it moves to follow Claire as she walks down a corridor, flips around to give better angles at the action, and only remains motionless to pile on the suspense. This environmental freedom means that scenic objects can now fall in real-time to block a path, environmental effects (such as rain) can occur, and lighting (from lamps and gunshots) can



**HEADING FOR DISASTER** In the hands of a tyrant hybrid, Claire notices her rouge make-up has smudged. In fact, it's leaking all over her face. Oh no, hold on, that's a head wound.



**MIND THE GAP** The bridge is out, and the jeep's part of the scenery. Bungie time?

Herbs increase your health, which is displayed in cardiograph form on your VMU display. That's cool.





**ODOUR EATER** A slobbering feeding frenzy occurs as Claire steps too closely into the gaping maw of a zombie. After chomps, Claire throws him off, and tries not to throw up.

cast real shadows on Claire and her undead foes. And boy, are there undead foes this time around.

From the bats that swarm around Claire's night-light to the pus-filled sacks of rotting human flesh that continue to maul Claire at every opportunity, every familiar beast (and a couple of new horrors) look so real – complete with open wounds and protruding bones – that you can almost smell the rancid flesh dripping off the bones. Clad in prison fatigues, the zombies we blew into chunky kibbles attacked with old-school familiarity, but blew apart with even more spectacular lashings of blood and gore. Fending off undead dogs near a burning building, with a flickering fire casting an unearthly orange shadow over both Claire and hound, provided intense pulse-pounding fun, but the real fright of our lives occurred in the prison mansion. Af-

ter crapping ourselves at a sudden thunder storm, disgusting abominations crashed through an office window – scaring the snot out of us – and extended a pulsating arm to grab and wrench Claire about the head. What followed next was too unpleasant to commit to paper, but let's just say that Claire's chiropractor should start brushing up on his spinal alignment skills real soon.

One never hopes to end up in prison showers, but that's where Claire finds her first set of herbs. These increase your health, which is displayed in cardiograph form on your VMU display. That's cool. Claire finds her first block puzzle – which involves shoving boxes and standing on them – atop a cliff where misty atmospheric effects and a long drop down had us lurching with vertigo. Later on, a piano is played, a key is found, and the usual leafing through logbooks for computer key words occur, but this time, it all takes place in completely believable environments.

With two GDs crammed full of adventure (one for Chris, and one for Claire), a "zapping" system where items taken and events in one adventure affect the other character's walkthrough, and subtle new moves such as the 180 degree turn, *Code: Veronica* is much more than a side story. This could be a new definition of survival horror.

- David Hodgson



**ELASTIC MAN** Stretchy hybrids flex muscles, and have big hands to hit you with.

## Coming out of Code: Veronica's Closet

What will Claire be wearing next year? We speculate.

The first three *Resident Evil* games had more costume changes than a Cher concert and about as much sartorial taste. Have you ever, and I mean *ever* seen someone wearing the black lycra/neon pink hot pants bodysuit combo Claire sported in *RE2*? Not counting rollerbladers? In the time-honored tradition of gal pals worldwide, Jill even borrows Regina's outfit from *Dino Crisis* in *RE3*. And what about the "Easter Egg" in *RE* that'll get you a picture of Rebecca wearing a basketball uniform? That's so junior high, girlfriend.

### What new looks can we expect Claire to sport in *Code: Veronica*?

Well, breathable fabrics and bold, passionate animal prints are back in a big way this year, and our source in London tells us that brown is officially the new black. Again. We've picked out some new looks for Claire that will really have those zombie tongues wagging.



### NAUGHTY SCHOOLGIRL CLAIRE

Because nothing says "blockbuster sales" in Japanese like a schoolgirl outfit and disheveled hair, Claire steps out of the schoolyard and into the fantasies of men everywhere in this daring pastiche of girlhood which positively screams, "School's out!"

### FLASHDANCE CLAIRE

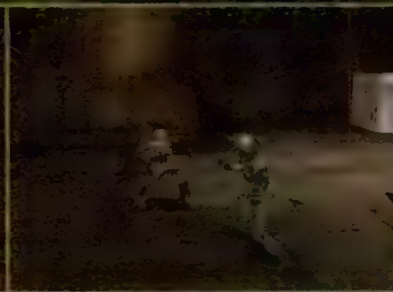
Despite anything you may have heard to the contrary, legwarmers, rakish headbands and loose-fitting, sleeveless sweatshirts will never go out of style. This playful ensemble seems to say, "It's the '80s – so sue me!" and, simultaneously, "Look out world! Grrrr!"

### DOLCE & GABBANA'S LADYBOY CLAIRE

Forget shotguns, Claire will have no trouble making those zombie heads explode as the undead ponder the question, "A woman... dressed as a man?" The world's top fashion editors wrestled with the same conundrum during Dolce & Gabbana's September show in Milan – with similar results.



# "The Critics have Spoken on the Action / Adventure Game of the Year!"



"A technical achievement...Soul Reaver  
delivers an epic piece of  
vampiric literature...93%"  
— IGN.com

"Soul Reaver is a deep game  
possessed with a myriad of  
impressive little touches...9/10"  
— VideoGames.com

"3D exploration and adventure  
at its finest...Game of the Month."  
— Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."  
— Gaming-Age.com

"98%"  
— PS Extreme Magazine

✦ As Raziel, stalk Nosgoth feeding  
on the souls of your enemies

✦ Engage your creator, Kain,  
in an epic struggle for dominance

✦ Dark gothic story

✦ No load times



Sega Dreamcast



Now on  
Sega  
Dreamcast!

# LEGACY of KAIN™ SOUL REAPER



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# Psychic Foes Network

Crave goes *Akira*-style mental with *Galerians*. Why bust heads when you can blow 'em up?

■ SYSTEM PlayStation ■ PUBLISHER Crave ■ DEVELOPER Polygon Magic ■ THEME Action Adventure with psychic flava ■ PLAYERS 1 ■ AVAILABLE March

## INSIGHT

**Q. So it's *Resident Evil* without zombies?**

**A.** The gameplay is very *RE*, but on the psychic tip rather than the shambling undead tip. And there aren't any rusty crank or car battery puzzles in the game either. hallelujah!

**Q. What psychic powers do I get?**

**A.** A Shockwave attack and Flame Blast, plus a telekinesis ability called D-Felon later on. You're one heck of a palm reader too.

**Q. What's the gore factor?**

**A.** Pretty high. Exploding heads and the accompanying fountains of blood pretty much guarantee *Galerians* a Mature rating from the ESRB.

Wouldn't you know it, some crazy scientists have gone and created a supercomputer, name of "Dorothy," that is now hell-bent on taking over the world. Luckily for the rest of humanity (but kind of a pain in the ass for you), some other wacky scientists had you kidnapped, erased your memory and gave you psychic powers, along with a raging pill habit. Now take Dorothy downtown.

**G**et set for some serious spoon-bending action as you play the part of Rion, young, waffish psychic boy and potential Gap model in Crave's upcoming psychological thriller, *Galerians*. Think *Akira* meets *Scanners* meets *The Dead Zone*, with a little *Firestarter* and a lot of *Resident Evil* thrown in, and marvel when you discover Christopher Walken isn't involved with this project in some sort of capacity.

But *Galerians* aims to be more than just a collection of familiar psychic/horror movie conventions combined with *Resident Evil* gameplay. A strong atmosphere of paranoia builds as you progress through

the game and is heightened by some of the most disturbing and straight-up freaky cut scenes ever to hit your PlayStation.

"Gamers' emotional and mental

state will be put to the test by *Galerians*' powerful visual presentation, terrifying plot, and epic gameplay," says Holly Newman, executive VP of publishing for Crave. We

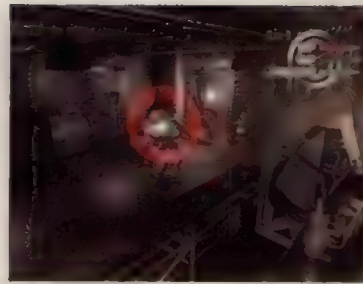


**GREAT BLUE BALLS OF FIRE** Rion clocks a poor scientist in the head with a vicious and particularly blue Shockwave attack. Oh, the humanity.





**I'VE GOT A HEADACHE THIS BIG** Don't get close to Rion when he's lost control.



**PSYCHIC BOOM** Our hero unloads a Shock-wave on a poor, defenseless robot.

**The little junkie's psychic powers have to be constantly recharged, so you'll need to find the right drugs.**

take all press release-type quotes with a grain of salt, and we're not so sure about the epic gameplay part, but this is the first time we can recall a company hinting that their game could potentially induce a nervous breakdown.

The game begins as Rion, strapped to a bed in a hospital room, gains consciousness and tries to figure out what the hell's going on, which is exactly what you'll be doing for the entire rest of the game. So far so done-a-million-times-already, but it's what you find out, and the way you find it, that sets *Galerians* apart. Rion has a kind of empathic ability which triggers certain memories at particular points in the game. When those memories turn out to be of Rion as a child, strapped to a chair, bald-headed and bug-eyed, pumped with drugs and levitating stuffed animals and alphabet blocks, you know

things are going to get weirder.

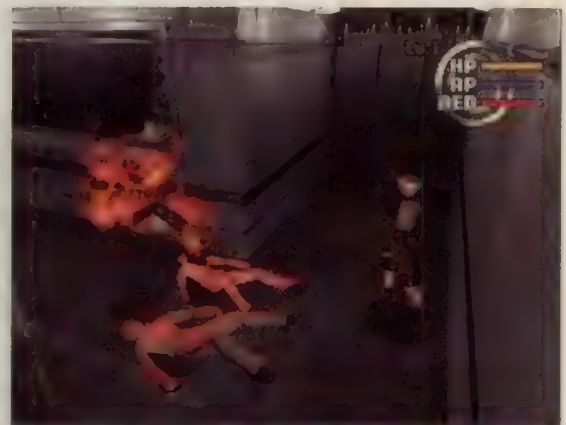
And they do. When Rion isn't blissing out to recovered memories of his screwed up youth, he's scrambling to feed his insatiable pill habit. The little junkie's psychic powers have to be constantly recharged, so you'll need to find the right drugs (which he self-administers via a syringe to the neck). Then you've got your recovery pills (health) and Delmetor capsules. Run out of a steady supply of these little babies and Rion goes through a man-sized case of withdrawal—he can hardly walk, his psychic powers are uncontrollable, and if any normal folks get too close, their heads go pop, a la *Scanners*.

Throughout the course of this endless quest for more drugs, Rion has to deal with irate scientists, armed guards, and eventually the *Galerians* themselves, cyborg hybrids created by dastardly Dorothy,

a supercomputer bent on global domination. Rion doesn't use conventional weapons; his psychic powers are good enough to get the job done. And of course, there's a pill he can take to up his mental abilities.

Shoehorned onto three disks, *Galerians* promises 30-50 hours of gameplay and 70 minutes of cut scenes that are guaranteed to make you feel at least slightly uneasy. It's already a big hit in Japan, with CGI movies and *Galerians 2* under development for the PlayStation2. Watch for our Uri Geller celebrity review next month, in which Uri bends all the silverware in a 10-mile radius.

—Demian Linn



**TWISTED FIRE STARTER** Just think how handy this guy would be on your next camping trip. But don't get on his bad side.

## Psychic Friends Network

We sent out a cry for help on Rion's behalf to the Kenny Kingston Psychic Hotline, to see if they could help him harness his mental powers and perhaps provide some sort of gainful employment. We also asked if they could channel a dead pet for us, because these opportunities don't present themselves very often. We spoke with Jude, who specializes in tarot readings.

**Hello, can you put Kenny on?**

[pause] You mean Kenny Kingston?

**Yeah, Kenny Kingston, Psychic to the Stars? Is he in?**

Uh, you need to call a special number for that and book time with Kenny.

**Oh. Well I'm calling on behalf of a friend of mine, I think he's psychic.**

Uh-huh.

**By the way, did you know I was going to say that?**

[laughs] No.

**But you're definitely psychic, right?**

Yes, I do tarot card readings.

**That's great. Did you see that movie *Firestarter*?**

Yeah, I think, a long time ago.

**Well my friend, he does that kind of stuff. Starts fires.**

Really?

**Yeah. And when he gets really excited or stressed out, things start to blow up. Like heads.**

[silence]

**By the way, can you channel dead pets?**

No, I basically just do tarot readings, I think you'd have to talk to Kenny for that.

**Oh. Because I had this Doberman Pinscher named Puffy, you know, after Puff Daddy? But he's dead now and there are some things I wish I could take back. Things I said.**

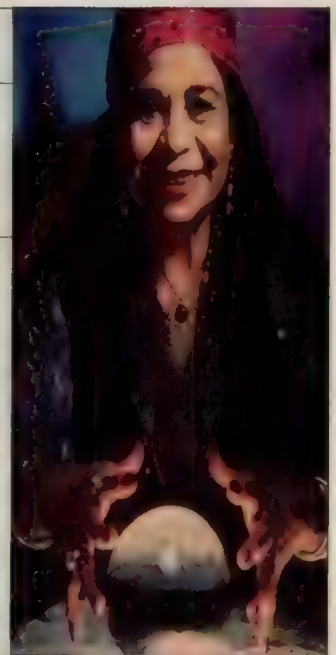
[silence]

**So, are you guys hiring? Because my friend would be a great addition to your team.**

Well, I can give you a web address or you can call back and leave a message for Kenny.

**Great, you got it. Thanks a bunch.**

[click]



Telegraph Color Library / FPG





**GAMING**

*Life's a game.  
It's meant to be played.*

# Ferrari F355 Challenge

Yu Suzuki delivers a monstrous arcade driving simulation. Not got a spare \$130,000 to buy a real F355? Then how about heading down to your nearest Gameworlds arcade and giving the game a go? Here's what you'll experience....

**F**irst there was *Hang On*. Then *Out Run*, then *Super GT*. Now, a decade and a half after a video game showed you what 150mph really felt like, Sega's crack AM2 arcade team brings you *Ferrari F355 Challenge*.

Powered by four separate Naomi boards, *F355* delivers a level of realism that has never been seen before, outside of a genuine racecar. Step into *F355*'s enclosed cockpit and three 29" monitors, covering your entire 170 degree field of vision, surround you. Gas, brake,

and clutch pedals are right where they're supposed to be, along with a six-speed manual shifter.

Choose from six photo-realistic racecourses, from Long Beach to the famous Monza, and get ready to hit the track. Up to four players can race on linked cabinets, and with skill levels spanning from novice to simulator, even beginners will have a blast their first time out. At the novice level, driving aids like stability and traction control, anti-lock brakes, and an intelligent, predictive braking system help keep

your car on the track. Choose the simulator mode though, and it's just you versus the road.

A training mode helps gamers learn each course and sharpen their racing technique by showing the best line around corners. There's also a time trial if you're shooting for a quick lap, in addition to the standard race mode, which pits you against eight other cars.

With gorgeous graphics, realistic controls, and customizable difficulty, *Ferrari F355* delivers a driving experience like no other.

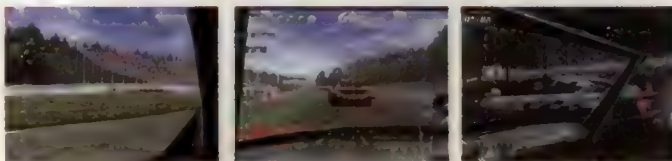


**Want to know what it's like to drive one of the world's fastest cars?**



Play *Ferrari F355 Challenge* at one of 12 Gameworlds locations near you: Chicago, IL; Columbus, OH; Detroit, MI; Grapevine, TX; Irvine, CA; Las Vegas, NV; Miami, FL; Ontario, CA; Orange, CA; Sawgrass, FL; Seattle, WA; and Tempe, AZ.

Go to [www.gameworlds.com](http://www.gameworlds.com) for more information.

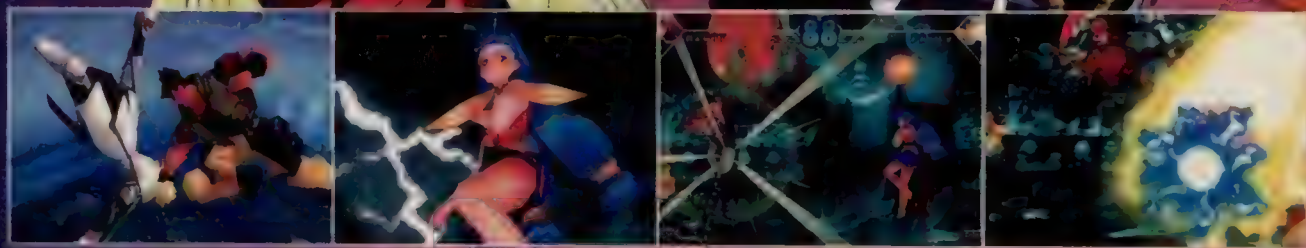




# 2012 PSYCHIC FORCE

## A BEATING OF THE MINDS!

The year is 2012. You and the Psychic Warriors are in rebellion against a ruthless renegade army. Defeat the enemy with brutal psychic attacks. Command magic, lightning and all of the earth's elements. Fight mind-to-mind and hand-to-hand suspended high above city skylines in spectacular 360 degree 3-D anime combat. Unlock the power of your mind as you wield PSYCHIC FORCE 2012.



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Sega  
Dreamcast

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# What's the Verdict?

What does it all mean? Here's the Rosetta Stone of our game reviews. Except without any Greek.

**W**e at *incite Video Gaming* are here to bring those seeking the latest and greatest software together in one large jamboree, but with less tents and more insightful reviews. But what makes us different from the other video game magazines? Why should our reviews be seen as "definitive" (a word we don't use lightly)? Because of teamwork and the verdict box, that's why.

Firstly, the whole magazine staff takes a look at all the games coming, then we divvy out a particular game to an editor with a passion for the genre and let him have at it until game completion. Then you'll read a witty, pithy, and informative argument both for and against the product, with the reviewer signing off at the end. There's no anonymity, no confusing rating system and no multiple scores – just explanations of why you need to buy or avoid a game. Straightforward, eh?

## The incite Golden Award

All five-star games deserve special merit and recommendation. To signify this, we present the ultimate software with The *incite Golden-i Award*. Buy these particular games on sight.



## The Verdict – a Gateway to Game Buying

### How They Compare

Comparing games on the same system in the same genre, we place the reviewed game in the context of its direct system-specific competition to give you instant knowledge of how it fares. Usually, we'll place better and worse games in this five-hit combo. The game itself is highlighted.

### Graphics, Sound, and Control

The most interesting disparate elements of the game come together in this section. Each gaming factor is rated out of five (with one being the lowest and five being the highest), and a mini-conclusion is reached on each. Graphics covers all of the game's visual aspects from the in-game graphics to

the computer-generated cinematics. Sound covers incidental spot effects and music, while control details responsiveness and ease of character manipulation.

### Pros, Cons and Overall

Here's where the recommendation or lambasting comes in. Although graphics, sound, and control are important, the plus and minus points of the game take precedence, and may lead to an overall game value higher than the average of the previous scores. Remain focussed and read the overall rating box, which provides the ultimate knowledge. Just to reinforce the message, five-star and numerical ratings are shown for instant access to the score.

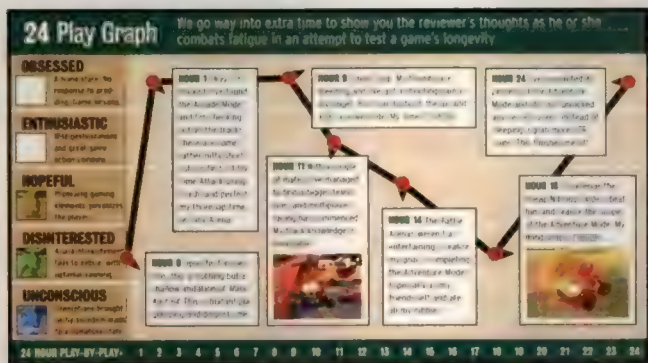
The Verdict		Tarzan	
<b>HOW THEY COMPARE</b> <b>■ CRASH BANDICOOT</b> Warped. The best playing platform adventure on the PlayStation. <b>■ SPYRO THE DRAGON</b> Geared toward kids. Spyro's colorful journey found a loyal following. <b>■ TARZAN</b> The legendary Ape Man lives! But doesn't quite swing it compared to the Bandicoot. <b>■ HERCULES</b> Basically the same game as Tarzan, sans apes and vines. <b>■ A BUG'S LIFE</b> Great movie, squishy the game. You'd have more fun burning bugs in the sun.		<b>GRAPHICS</b> ■ One of the most vibrantly brilliant looking games. Everything from the jungle to the characters appears movie quality. 0 1 2 3 4 5 <b>SOUND</b> ■ Phil Collins provides the soundtrack and the background noise and animal chatter never make you feel a part of the jungle. 0 1 2 3 4 5 <b>CONTROL</b> ■ Why can't Tarzan attack while hanging from a vine? Swinging is also problematic as Tarzan occasionally fails to his death for no reason. 0 1 2 3 4 5	
<b>PROS:</b> Gorgeous. The cut scenes and soundtrack are straight from the movie. Great game those loving the flick. <b>CONS:</b> Repetitive levels and frustrating controls grow tiresome. Since when does Tarzan stab small animals with a knife?		<b>OVERALL</b> Mesmerized by the movie or a Disney freak? Check this out. Older gamers searching for more action should run in <i>Crash's</i> direction. <b>3</b> ★ ★ ★	

## 24 Play Graph – A day (and night) in the life of a video game.

Some games are over in hours. Others take days. But for our main game, we go way into extra time to deliver you a 24 hour chart showing the reviewer's thoughts as he or she combats fatigue in an attempt to get as far through the game as is humanly possible. The easiest (and most brutal) way to judge a game's longevity.

### Face Icons

Our editors exhibit five stages of emotion during the testing, and these signify the excitement levels and staying power of the software tested. A steady diet of cola and pizza is also administered as a stimulus.



## Game Ratings



**EXCELLENT** – The cream of the crop. The best combination of visuals, control and most importantly, playability. Outstanding.



**GOOD** – Solid, interesting and great fun to play, with minor disappointment in one area. Still recommended and worthy.



**AVERAGE** – Some interesting elements let down by some minor flaws. Genre and rental fans should consider these titles.



**SUB-STANDARD** – Two or three major factors of the game need help, leading to a disappointing experience. A possible rental.



**TERRIBLE** – Completely lacking vision, excitement or indeed any other gameplay element. A possible frisbee. Avoid.

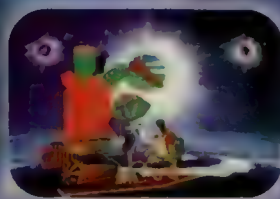


# Games for the Next Mil-Looney-Um!



"A must have PlayStation game... Move over Crash!"  
- PS Extreme

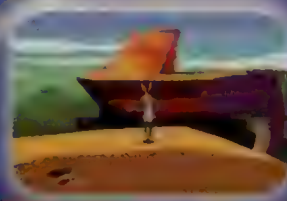
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# Turok: Rage Wars

Attempting to make a monkey out of other first-person shooters, *Turok* goes ape for multiplayer.

## FACT FILE

DEVELOPER Acclaim PUBLISHER Acclaim Studios Austin GENRE First-person Shooter PLAYERS 1-4 RATING M

## GAME GLANCE

- 16 Cool weapons
- 17 Characters
- 4 Bot-bosses
- 36 Multi-player
- 8 Modes of play
- 19 Veteran ranks
- 25 Character skins
- 13 Power-ups

Meet Acclaim's latest attempt to make *Turok*-loads of cash this holiday season. You'll find globs of gore, dinosaurs, some freaky-looking chickens, the prerequisite carapace-armored aliens, and some attempt at multiplayer innovation. But is that enough?

**G**ot friends? Wish you could play *Quake 3* on a monster PC at lightning speeds with dazzling lighting effects? Well, if you haven't got two grand in chump change, one option is grabbing a copy of *Turok: Rage Wars* and firing at your friends in the comfort of your own room. Alternatively, socially inept loners with no homies should steer clear, because this time around, *Turok* is all about multiplayer.

In all modes, graphics are cut down, so you'll see angular dinosaurs, lower frame-rates, and levels mainly consisting of simple interlocking corridors and wide chambers. That's generally bad.



**FLAG TO FLAG** Fireseed resorts to bludgeoning tactics to win the flag from Adon.



**TAL FROM THE CRYPT** Your ultimate adversary is a heavily-armed alien with the power of beast summoning. Tal Set's energy is fully stocked, as indicated by the blue bar.

What's worse is that the single player "experience" is little more than wandering around these less-than-impressive levels shooting at "bots" – computer-controlled characters from every race in the *Turok* universe. Complete around 20 missions, with one-on-one boss encounters along the way, and you'll unlock other playable critters. Fun? For about 10 levels. Dull? Definitely.

Forget the single player aspect of *Turok: Rage Wars*. The main focus of the game is delivering thrills and bloody spills to two or more first-person shooter fans who've

missed the latest advances in PC hardware. Although slow and lacking the finesse of PC shooters (advanced maneuvers such as circling around a foe are curtailed thanks to slow frame rates), there are other innovations to the deathmatch.

Group play modes include capturing flags; attaining kills in a time limit; teaming up in cooperative mode; playing as mites, raptors, and juggernauts; tagging monkeys; and using inventive weapons to bore the brains out of your opponents. Be warned – you'll also bore the brains out of yourself in the tedious single-player mode. Only those enjoying multiplayer battles with all the fixings should check out this *Turok 3* stop-gap.

– David Hodgson



**FOUR-WAY FRAG** Adon steps on a grenade, launched from player two with intent.

The main focus of the game is delivering thrills and bloody spills to two or more first-person shooter fans.

## The Verdict

### HOW THEY COMPARE

#### ■ GOLDENEYE

Intense single-player deathmatches in most of Turok's modes.

#### ■ TUROK

All alone? Then this offers a much more fulfilling single player experience.

#### ■ WINBACK

Solid single play, and great stealth multi-play – including hiding and sneaking.

#### ■ Turok: Rage Wars

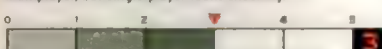
A great way to spend an evening with friends, but a terrible time alone. Even the monkey didn't win us over.

#### ■ Turok 3

Rushed and laborious, but the Cerebral Bore is the finest weapon ever created.

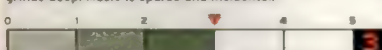
### GRAPHICS

■ Sacrificing detail helps the chugging frame-rate out in multiplayer, but single-player looks shocking.



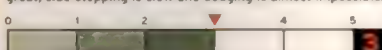
### SOUND

■ Monkeys "eep." Juggernauts clump, and the Cerebral Bore grinds deep. Music is sparse and incidental.



### CONTROL

■ Although the fabled (and initially confusing) control is great, side-stepping is slow and dodging is almost impossible.



## Turok: Rage Wars

**PROS:** Furious multiplayer; a variety of creatures to play the part of, and many modes.

**CONS:** Soporific single play, graphically barren, sluggish control, and limited environments.

### OVERALL

Very weak in single player, this is a novel deathmatch mode masquerading as a complete game.

**3**  
OUT OF 5





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# Ready 2 Rumble

Sega's version is already a legend. Can the PS *Rumble* live up to the hype?

## FACT FILE

■ DEVELOPER Point of View ■ PUBLISHER Midway ■ GENRE Boxing ■ PLAYERS 1-2 ■ RATING E

## GAME GLANCE

- 13 Boxers to select
- 4 Hidden boxers
- 1 PlayStation specific fighter
- 1 Afro
- 4 Jiggling jugs
- 1 Sticky controller (spilled Coke)

It's everywhere. You hear it at ball games, wrestling matches, and fights. Weddings, picnics, birthday parties...we swear we even heard someone scream it in an airport bathroom. But now, ring announcer Michael Buffer's famous call soars to new heights as the wacky game based on his thundering yell, "Let's get ready to rumble!" hits the PlayStation just months after a successful debut on the Dreamcast.

**R**eady 2 Rumble Boxing for the PlayStation might not be as flashy as its Dreamcast counterpart, but it still steps to the ring with all the trash talking, dynamite combos, and flamboyant boxers

that made the game a cult classic before it even landed in stores. The outrageous gameplay is reminiscent of the old arcade game *Super Punch Out* as fictitious characters, both men and women, dance around the ring landing combos and pounding adversaries with a wild set of moves including belly bumps, head butts, and karate chops. As you land punches, you spell out the word "rumble" along the bottom of the screen. When the word is finally spelled out, you can then activate your super Rumble Power combos. Outside the ring you can even train your boxer using a series of mini-games then step back into the fray and work your way up the ranks until you and your big afro become the new champ. *Rumble's* definitely a contender, especially if you'd rather have a chick with bouncing breasts slap you down to the mat instead of Oscar De La Hoya.

- Jon Robinson



**LETHAL WEAPON** Jet "Iron" Chin chops Gino Stiletto down to the canvas with a vicious combination of rights and lefts.



**SIZE DOES MATTER** Afro Thunder gets knocked stiff as he attempts to box Tank.

## The Verdict

### HOW THEY COMPARE

#### ■ KNOCKOUT KINGS 2

Air Butterbean, and "Sugar" Shane. The all-time greats deliver an amazing boxer.

#### ■ READY 2 RUMBLE

Afro Thunder and friends dazzle, but the game grows tiring in single-player mode. Still, two-player fights pack a big punch.

#### ■ KNOCKOUT KINGS

The first boxing game for the PlayStation seems outdated by the Y2K version.

#### ■ APE ESCAPE

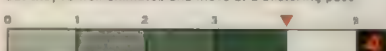
Boxing monkeys beating the bananas out of each other. A mini-game classic.

#### ■ CONTENDER

You'd be better off fighting with apes. Specter could beat any of these chumps.

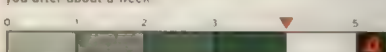
### GRAPHICS

- The characters appear smaller than on the Dreamcast but they're well animated and move at a blistering pace.



### SOUND

- Buffer's call is catchy but begins to annoy the hell out of you after about a week.



### CONTROL

- Fighters react quickly, but some rough spots of button inaccuracy will leave you screaming for a rematch.



## Ready 2 Rumble Boxing

**PROS:** Wild atmosphere, cool collection of characters. Two-player bouts never go down for the count.

**CONS:** Occasionally stiff controls. The hits aren't hammered home as hard as the Dreamcast.

### OVERALL

Not as showy as the Sega version, but still worth the cash. Best arcade boxer since Tyson's *Punch Out*.

**4**

OUT OF 5

★★★★★

## QUICK REVIEW

### Ready 2 Rumble

■ PLATFORM N64 ■ PUBLISHER Midway  
■ PLAYERS 1-2 ■ GENRE Boxing



**BIG WILLIE STYLES** Big Willie Johnson beats the rage out of Rivera.

Just because the Nintendo 64 version of *Ready 2 Rumble Boxing* looks the worst graphically of the three titles doesn't mean it's inferior. In fact, despite the mud-died ring, *Rumble* still packs the gameplay punch necessary to please ear-chomping fans of the squared-circle.

The game features 20 ferocious fabricated fighters in total, including "Big" Willie Johnson, Tank Thrasher, Afro Thunder, Jet "Iron" Chin, and J. R. Flurry (a Nintendo-only character). You can box your friends in Arcade mode, or fight your way up the ranks, train, and even bet some Benjamins as you follow a boxer's career from chump to champ and back down to chump again (one day, you too will endorse the Slam Man). Each fight features a variety of crazy moves and combos, including characters who charge their opponents with spinning backfists, lunging punches, lightning-quick jabs, and old-fashioned bull rushes - basically doing whatever they can to knock their opponents out cold. Graphically, the game definitely lacks the razzle-dazzle of its PlayStation and Dreamcast variations, but the battles inside the ring are virtually identical, delivering the same frenetic fun in all three games. Nintendo fans looking for some fantasy boxing should lace up their gloves and get ready - the rumble's coming, and it will knock even the fiercest gamers dizzy. - JR

**Overall**

★★★★★



**GOING DOWN?** After a flurry of vicious hooks, Butcher Brown is dead meat.





# WEST SIDE CONNECTION

NBA players love to compete. It doesn't matter if it's basketball, golf, hopscotch... whatever. So we grabbed **Antawn Jamison** and **Donyell Marshall** of the Warriors to wage war in **NBA 2K**. Jon Robinson plays referee.

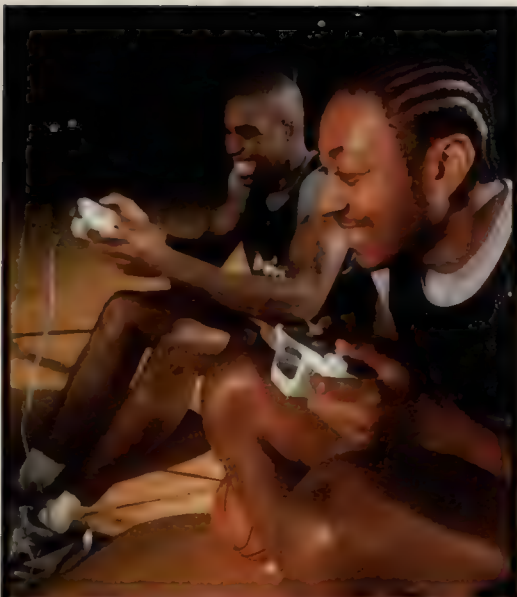
GAME 1 | WINGS OF THE COURT  
**ANTAWN** SACRAMENTO KINGS  
**DONYELL** PHILADELPHIA 76ERS

From the opening tip-off, game one was all Antawn Jamison and the Kings. Nick Anderson was busting threes, Jason Williams was crossing fools over, and Chris Webber provided slam after vicious slam. Tempers started to flare as C-Webb attempted a tomahawk jam and got laid out by one of Donyell's Sixers. "Stop foul'n' and play some D!" screamed Antawn as he missed both free throws. "Man, you shoot worse than Shaq," replied Marshall. Unfortunately for Donyell, however, Webber got his own rebound and followed home with a two-handed dunk. Kings 41-76ers 37

**WINNER** **ANTAWN**

"Chris Webber's the man. He did it all, from rebounding to scoring. I still need to adjust my game a bit, but not as much as Donyell. He needs to learn to play defense."





GAME 2 / MARSHALL LAW

**ANTAWN** PHOENIX SUNS  
**DONYELL** PORTLAND TRAIL BLAZERS

"Can you say blowout?!" Donyell screams halfway through the game, already up by twenty. "This is a different game because now I have some rebounders." They actually looked more like thugs as Donyell incorporated the Bad Boy defense and simply shoved Antawn's players every time they attempted a shot. "Fouling Antawn is like fouling Shaq," Donyell yells as Pippen steals the ball from a mumbling Antawn after another missed free throw and bombs a long range three. "Somebody call the cops! Somebody call the cops!" Marshall hollers with a huge grin. "Man, he's cheating," says a despondent Antawn, still reeling from his horrendous 0-for-20 free throw shooting. "My players must've been partying before the game or something."

**WINNER** **DONYELL**

"Pippen just took over the game. He had 31 points and Antawn's team only had 30. It was Pippen against the Suns, and Pippen won. He didn't play D or rebound, but he sure did score some points."



GAME 3 / RUBBER MATCH

**ANTAWN** GOLDEN STATE WARRIORS  
**DONYELL** GOLDEN STATE WARRIORS

Donyell starts the game by subbing himself in to the Warriors lineup and hitting a variety of jumpers and dunks from all over the court. Antawn calls a quick timeout and also subs in Marshall. "Now your team has a chance," Donyell says with a smirk. But Antawn didn't need him, or anyone else as he used himself to score a blistering 41 points. Donyell trailed late in the fourth quarter, but after consecutive three pointers by his cyber-self, Donyell trailed by only three points with five seconds left in the game. Cyber-Antawn dribbled the ball up court for the real Antawn as he tried to run out the clock, but the ball was stolen...by Donyell's Antawn! He backed up and shot a three at the buzzer, but missed wide left. "I should have passed myself the ball," Marshall said eager to reset the game, "that Jamison kid can't shoot."

**WINNER** **ANTAWN**

"You just can't go wrong when Antawn Jamison's on your team. He came through for me today and played a terrific game."

## FINAL THOUGHTS



"The graphics and gameplay are so realistic, this is just one of those games that you can play all night."

**Best Strategy** "Give Antawn Jamison the ball. You can't stop him."

**Favorite Tournament Team** "Sacramento Kings. They like to run and shoot. They're an exciting team."

**Star Player** "Antawn Jamison. He was posting up, he was hitting from outside. He's my MVP."

**Worst Player** "Luc Longley. He didn't rebound or play D."

**Rematch?** "I'm not worried about Donyell at all. Once I buy this game and start practicing, there's no way he'll beat me."



"NBA 2K looks like it will become my favorite title this year. It has all the realism I look for in a basketball game."

**Best Strategy** "I tried to run Antawn. He wasn't getting back on defense, so I had to push the ball."

**Favorite tournament team** "Portland. They have the firepower to do whatever they want."

**Star Player** "Myself. I had 40 points and 10 rebounds and hit some big baskets in the clutch."

**Worst Player** "Antawn Jamison. I can't believe he missed that three!"

**Rematch?** "There's definitely going to be a rematch. We have a long season ahead of us, and we have plenty of NBA 2K in our future."

"You just can't go wrong when Antawn Jamison's on your team. He came through for me today and played a terrific game." - Antawn Jamison



# NBA 2K

The most amazing basketball game ever? Hit the hardwood and find out why....

## FACT FILE

DEVELOPER Visual Concepts PUBLISHER Sega GENRE Basketball PLAYERS 1-4 RATING E

## GAME GLANCE

- 29 NBA teams
- 2 All-Star teams
- 700+ NBA players
- Practice
- Season
- Playoffs
- Player creation

The development team at Visual Concepts made an immediate impact on the football field with their stunning title, *NFL 2K*. Can they do the same for the game of hoops? No doubt: from the reality-bending player models to the explosive gameplay, *NBA 2K* shatters the lines between watching TV and actually playing in the NBA. In fact, just call me Dekembe.

Upon first look, *NBA 2K* appears to be the most graphically intense and impressive basketball game developed to date. Then you start playing and realize how remarkable the game really is. Just about everything in *NBA 2K*, from the roaring crowds and player chatter to the squeaking sneakers and player introductions, help capture the feelings, fire, and attitude of attending a live professional basketball game. It's like you're at game seven of the NBA Finals, but they don't just let you watch, they throw you a jersey and insert you straight



**LIFT OFF** It's getting a little rough out there in the west as Shandon Anderson of the Rockets knocks over A.C. Green of the Lakers while driving hard to the basket.

into the starting lineup.

But this isn't just any game of hoops. *NBA 2K* sports all of the

athletes, teams, and moves that make the league the most exciting athletic competition on the planet.



## 24 Play Graph

We go way into extra time to show you the reviewer's thoughts as he or she combats fatigue in an attempt to test a game's longevity.

### OBSESSED



A blank stare. No response to prodding. Game nirvana.

### ENTHUSIASTIC



Wild gesticulations and great game action combine.

### HOPEFUL



Promising gaming elements galvanizes the player.

### DISINTERESTED



A lack of excitement fails to entice, with optional yawning.

### UNCONSCIOUS



Conceptions brought on by boredom leads to a comatose state.

**HOOR 1** Damn, I can't believe how good it plays, but my Warriors are getting smacked around by Shaq. I couldn't hit a free throw if my life depended on it.

**HOOR 0** I pop in the game and I'm going crazy for the player introductions - they even have the coaches! But I'm curious how it will play.

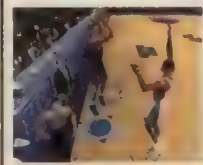
**HOOR 7** I started a season, I learned to alley-oop, and I'm backing defenders down to the basket with a crazy-looking 7'6" created version of myself. The Warriors are going all the way!



**HOOR 15** It's 2 AM and I've worked out the kinks in my offense. I invited some friends by and smoked them by an average of 50 points. I'm unstoppable and loving every minute.

**HOOR 20** My team's in shock. The Warriors were up by 12 with a minute left and I lost the game. Unbelievable ending had Rex Chapman busting a game winning three with no time on the clock. Devastating division loss. I couldn't sleep all night. All I could think about was getting back at Rex.

**HOOR 24** I play the Suns in the second round of the playoffs and slam Chapman as he goes for the layup. That'll teach him. He misses about ten shots after that and I go on to win the game, the series, and the championship.



24 HOUR PLAY-BY-PLAY: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24



It's almost too good. Why would you want to pay \$100 a ticket to go watch the real thing when all the thrills of the NBA are already at your fingertips?



**THE ANSWER** Allen Iverson nails a three-pointer to help beat the Timberwolves.

And basically, anything you see on an NBA court you can perform in the game. You can even do some things that defy nature, like force Shaq to make a free throw. But back to reality; you want a Jason Williams crossover? Press the button. You want a Vince Carter windmill slam? Press the button. You want to knock some rookie on his ass as he drives to the hoop? Press the button and laugh – just don't laugh too hard, that rookie's making about \$20 million more than you.



**KOOL KEITH** Keith Van Horn of the Nets pulls up in the lane to score over the outstretched arms of two Knicks defenders.



**MR. ROBINSON'S NEIGHBORHOOD** The Big Dawg shows his bite as Glenn Robinson gives the Milwaukee Bucks a commanding lead over the Orlando Magic.

The game also features all the plays and coaching scenarios sim fans demand. You can trade, sign, and create players. Hell, you can even work your squad's butts off in practice mode. Don't yell too loud, though: this game's so realistic, you just might get choked.

Another factor that makes *NBA 2K* the most scintillating game of hoops ever seen on the console market is the level of detail shown to each individual player. The exactitude is so awe-inspiring, from the arm bands and knee wraps to the authentic tattoos, that you won't be able to tell the difference between your favorite player and the cyber version of his bad self. In fact, the level of detail is so meticulous, some superstar ballers even wear their endorsed kicks.

About the only disappointing aspect of *NBA 2K* is that it doesn't

provide any Hall of Fame players or specialty games like one-on-one, the slam dunk, or three-point competitions. But for a rookie effort (and an extraordinary one at that), *NBA 2K* manages to elevate the game of hoops through the rafters. It's almost too good. Why would you want to pay \$100 a ticket to go watch the real thing when all the thrills of the NBA are already at your fingertips? Best of all, you don't even need to pay for parking.

- Jon Robinson



**FREAK OF THE WEEK** If you can't win with the NBA stars, create a team of freaks.



**RUNNING OF THE BULLS** Vince Carter slams the ball in the face of the Chicago defense.

## The Verdict

### HOW THEY COMPARE

#### NBA 2K

Sublime basketball action with the most realistic looking player models around. Sports fans would be crazy to pass.

#### NBA LIVE 2000

The all-time greats and one-on-one games help make Live a winner again.

#### NBA SHOWTIME

Two-on-two thrills where a shove to the back is as legal as a jump shot.

#### NBA JAM

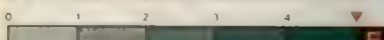
Nothing new or flashy. Jam looks and plays a notch below its competitors.

#### NBA 2000

The CBA of NBA games, Fox's basketball title is the worst in years.

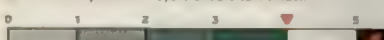
### GRAPHICS

■ Players appear photo-realistic. You'll even witness coaches in the background getting frustrated after bad calls.



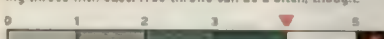
### SOUND

■ The game's announcers are damn funny, but are sometimes a bit repetitive. Players should talk smack.



### CONTROL

■ Tight controls will have you throwing alley-oops and busting threes with ease. Free throws can be a bitch, though.



## NBA 2K

### PROS:

Extremely fast gameplay. Unbelievable player graphics, right down to their shoes. You'll think you're actually an NBA star.

**CONS:** Not enough juke moves. Lack of side games and basketball legends.

### OVERALL

The best basketball game of the year! *NBA 2K* snatches the rock and slams it down its competition's throats.

**5**  
OUT OF 5





# QUICK REVIEWS

## Evolution

■ PLATFORM DC ■ PUBLISHER Ubisoft  
■ PLAYERS 1 ■ GENRE RPG



**PEPPER SPRAY** As a dungeon denizen swings, Pepper prepares to attack.

With great-looking anime-inspired visuals, battles that play out like a hybrid *Final Fantasy* melee, and an involving (and evolving) quest, *Evolution* draws you in to the world of Mag the adventurer with an endearing twist on traditional RPGs. Alas, vast portions of the game are little more than plodding hacks through random dungeons, which gets tiring, especially when a confusing save system can send you tumbling back down a floor or two. Still, it is recommended for those needing a simple but polished role-playing fix. -DH

**Overall** ★★

## Tom Clancy's Rainbow 6

■ PLATFORM N64 ■ PUBLISHER Red Storm Ent.  
■ PLAYERS 1-2 ■ GENRE Action



**MILITARY INTELLIGENCE** It's broad daylight, 95 degrees, and we wear black.

*Rainbow Six* for the PC brought a welcome shot of innovation to first-person shooters with its realistic blend of strategy, tactics, and action. In the N64 version, you still develop a detailed mission plan, determine your team members, select your weapons, and execute your counter terrorism operation. The game takes a hit in graphics, but gameplay remains faithful. The main complaint is the keyboard's worth of commands assigned to the controller. Persevere, master the clumsy system, and discover a game of considerable depth. -RB

**Overall** ★★

# Twisted Metal 4

Sweet Tooth returns, and this time he's brought the fanatical midget clowns.

## FACT FILE

■ DEVELOPER 989 ■ PUBLISHER 989 ■ GENRE Cars and Guns ■ PLAYERS 1-4 ■ RATING T (expected)

## GAME GLANCE

- 15 Weapons plus specials
- 13 New characters
- 9 Hidden characters
- 9 Bosses
- 8 Single player levels
- 8 Hidden death match arenas
- Create-a-car option

Things are all topsy-turvy in the *Twisted Metal* universe: Sweet Tooth has deposed Calypso and now holds the reins to the car combat franchise that started it all. Can Calypso win the *Twisted Metal* contest and exact terrible, but sweet, revenge?

In the ongoing battle between 989's *Twisted Metal* and Activision's *Vigilante 8* series (*V8: Second Offense* is coming soon), *Twisted Metal 4* has an ace up its sleeve. Well, two actually: psychotic midget clowns – which, if you think about it, could make just about any game better – and Rob Zombie.

And though the midget clowns don't really figure into *TM4*'s gameplay, Rob Zombie does. He's one of 13 all-new characters, though some old favorites can be unlocked.

Anyway, 989 has tried to right the wrongs of *Twisted Metal 3*, which was a hit on the sales charts



**SARGE'S AUTOS** Sweet Tooth's Bedroom level has a distinct *Army Men* feel.

but not so great gameplay-wise.

Topping the short list of innovations is the new create-a-car option, which allows gamers to build their own vehicles and definitely adds some longevity to the game.

Other new features include a rating system, which evaluates gamers according to their accuracy and efficiency, and a host of new weapons. The two-player co-op mode returns, and you can choose to have a computer-controlled ally in the tournament, but you won't get the ending movie if you win.

The combo attacks pioneered in *TM2* are also back, so a quick right-left-up on the D-pad will unleash a rear-firing freeze burst that'll put the kibosh on anyone in hot-pursuit.

*Twisted Metal 4* looks pretty good and should please fans of the series, but aside from the create-a-car option, it doesn't add much that hasn't been seen before.

-Demian Linn

Topping the short list of innovations is the new create-a-car option, which allows gamers to build their own vehicles and definitely adds some longevity to the game.



**DOUBLE TEAM** The Pizza Boy, The Jones, and Orbital square off in deathmatch.

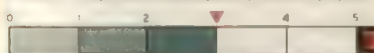
## The Verdict

### HOW THEY COMPARE

- **TWISTED METAL 4**  
It's a twisted Metal with some of everything, including punchier controls and graphics.
- **VIGILANTE 8**  
The other car combat game. *V8: Second Offense* will be *TM4*'s main competition.
- **ROGUE TRIP: 2012**  
If you liked the first two *TM* games you'll like this one...it's by the same developer.
- **MASS DESTRUCTION**  
Mission-based tank combat with lots of explosions and general mayhem.
- **ELIMINATOR**  
Vehicular combat meets space shooter, and both genres are the worse for it.

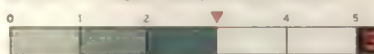
### GRAPHICS

- Weapon effects look good, as do most of the car models. Frame rate drops sometimes, especially with four players.



### SOUND

- Music gets repetitive after 20 minutes on the same level (and the same song), but luckily it can be turned off.



### CONTROL

- Sharper than *TM3*, but ledges can be a little "sticky" and double-tap turbo is easy to trigger accidentally.



## Twisted Metal 4

**PROS:** Create-a-car option, new weapons, levels have lots of secrets, control is tight again.

**CONS:** If you weren't a fan you won't be now. More of the same gameplay, soundtrack grates.

### OVERALL

A decent continuation of the series, with many of *TM3*'s problems addressed. An evolution, but not a revolution.

**3**  
OUT OF 5

★ ★ ★



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# QUICK REVIEWS

## NBA In The Zone 2000

**PLATFORM** PS **PUBLISHER** Konami  
**PLAYERS** 1-8 **GENRE** Basketball



**POCKET ROCKET** Steve Francis launches a three pointer – nothing but net!

If NBA players moved as slowly in real life as they do in *NBA In The Zone 2000*, basketball would be as popular as shuffleboard. It's like Vince Carter and crew are playing on a court of mud and the only time they can run normally is when you press turbo (turbo should be a boost, not moving from slow to average speed). Also, when you're dribbling and run into a defender, instead of plowing through him, you're knocked backwards or stop. Even if Shaq runs into Muggsy Bogues, he stops. Then we stopped playing this game. - JR  
**Overall** ★★

## NBA Jam 2000

**PLATFORM** N64 **PUBLISHER** Acclaim  
**PLAYERS** 1-4 **GENRE** Basketball



**THAT'S THE JOINT** That's the jam as Brian Grant shoots a fadeaway jumper.

*NBA Jam 2000's* developers concentrated so much on offering every option that they ignored the gameplay. In *Jam*, you can play a five-on-five simulation or an old-school two-on-two shootout similar to the original arcade classic that made the *Jam* series a sports phenomenon. But that was years ago, and today, *NBA Showtime* is the king of two-on-two, while *Jam's* flawed simulation games can't compete with *NBA Live*. Acclaim has two mediocre experiences in one. We'd rather just have one high-quality game. Maybe next year. - JR  
**Overall** ★★★

# NBA Showtime

Can the originators of *NBA Jam* and *NFL Blitz* create another legendary baller?

## FACT FILE

**DEVELOPER** Midway **PUBLISHER** Midway **GENRE** Basketball **PLAYERS** 1-4 **RATING** E

## GAME GLANCE

- 29 NBA teams
- 145 Players
- 30+ Courts
- 100+ Dunks
- 2-on-2 Basketball

**No one has been more successful than Midway in producing sports games that appeal to both casual and hardcore players. Now comes a new two-on-two hoop game just as intense as its forefathers.**

*NBA Showtime* takes everything you know about the NBA and throws it right through the gym window. Yes, the game features all of the players and teams of the storied league, but it changes the rules and twists reality to heighten

the gaming experience. Players flip through the air, get floored without repercussions, and perform double alley-oop slams as easily as shooting a jumper. New features include free throws, 3D player models, and the ability to trade any player to any team to create your own two-baller fantasy squad. The only thing *Showtime* lacks is depth, as while the games are fun, once you learn the hot spots for each player, contests become repetitive.

- Jon Robinson



**STARKS RAVING MAD** John Starks drives the lane before an acrobatic layup. Mitch Richmond and Juwon Howard admire all of NBC's advertisements instead of playing defense.

Players flip through the air, get shoved to the ground without repercussions, and perform double alley-oop slams as easily as shooting a jumper.

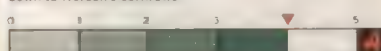
## The Verdict

### HOW THEY COMPARE

- NBA 2K**  
Basketball games have never looked or played so brilliantly above the rim
- NBA SHOWTIME**  
Frantic two-on-two action where players run up and down the court, heave threes, and slam each other to the ground
- NBA HANGTIME**  
Solid for its time. Originated many of the features seen in *Showtime*
- NBA JAM**  
The classic arcade game still ranks on most basketball fans' favorite list
- NBA JAM 2000**  
Tried to please everyone with two styles of game, neither of which is any good

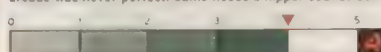
### GRAPHICS

Players are muscular to the point of deformity. Detailed down to Iverson's cornrows



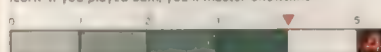
### SOUND

Arcade-perfect sound. Unfortunately, the sound in the arcade was never perfect. Game needs a hipper soundtrack



### CONTROL

Player movements and overall controls are simple to learn. If you played *Jam*, you'll master *Showtime*



## NBA Showtime: NBA on NBC

**PROS:** Creating players, lots of codes, hidden mascots. Catching on fire from outside is still a thrill

**CONS:** Not too much depth. When you're beating the computer, it always gets hot at the end of the game

### OVERALL

This provides a quick fix for basketball fans who don't feel like playing a sim. The two-on-two concept is still magic

**4**  
 OUT OF 5

★ ★ ★ ★





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# *Quiet* **STORM**

**"Sugar" Shane Mosley** wants to be known as family man. But this boxer has knocked out 31 men in his professional career. Jon Robinson spars with the lightweight champ and hopes not to be number 32.

**S**hane Mosley is 135 lbs. of cutting muscle and charisma. He's always laughing and extremely friendly to his fans, yet he's refreshingly shy in a confident way that only a man of skill and style can be. He's also, in many expert's minds, the greatest fighter pound-for-pound in the world today. There's only one problem: no one wants to fight him. Step into the ring with boxing's latest legend to go by the name "Sugar."





**Name:** Shane Mosley  
**Nickname:** Sugar  
**Age:** 28  
**Weight:** 135 lbs.  
**Pro Record:** 33-0, 31 KO's  
**Amateur Record:** 250-10  
**Once Defeated:** Oscar De La Hoya when Shane was only 12  
**Rank:** IBF Lightweight Champion of the world

the originator of the name. People say I have a similar attacking style as him and it's a great honor, because in my mind, he was the greatest fighter of all time. He started the blueprint on the new era of boxing. He had the bobbing and weaving and the killer left hook. Before him, people just stood in the middle of the ring and brawled, but Sugar Ray Robinson made boxing the sweet science that it is today. We're all just building on what he originally gave the sport. When it comes to boxers today, I think Floyd Mayweather fights a lot more like Sugar Ray Leonard than I do. So I guess all of us are Sugar, we're just sweet in our own ways.

**How were you involved in the creation of the *Knockout Kings* series?**

I did a lot of the motion-capture for the first *Knockout Kings*. They stuck me in this little suit and I actually did all of Muhammad Ali's movements and special punches. It was a great honor for me to represent Ali, as I always loved to watch him put on a show. He had the gift of gab. He would tell you what he was going to do, and you still couldn't stop him. People would go to his fights just to see if his

**"A lot of fighters get to a certain point, but don't have the ability to grow. I feel like I have the ability to get to the top, then get even further."**

For those who haven't seen you fight, give them a quick rundown on who Shane Mosley is. I'm the lightweight champion of the world. My record's 33-0, with 31 knockouts. But away from boxing I guess you can say that I'm just a nice family man. I'm the type of person who likes to have fun playing with my son and I enjoy all types of athletics – especially basketball and biking



**ONE LUMP OR TWO** "Sugar" Shane blasts "Boom Boom" Mancini with a devastating combo.

**What inspired you to become a boxer?**

When I was eight years old, my mother kicked me out of the house and sent me to move in with my father because I had too much energy. I was so rambunctious; I used to just jump off the walls. So my father took me to the gym in hopes that I might punch out all of my energy, and from the first time I tried boxing, I just loved it. It's funny, because the style you fight with as a kid is the style you fight with as an adult. If you look at early tapes of myself or Prince Naseem or Oscar De La Hoya, you'll see that we all fight exactly the same now as when we were young, the only differences are that we're older and hit much harder.

**What boxers did you admire growing up?**

When I was young, I admired Sugar Ray Leonard and Muhammad Ali. They were the men who I was hip to because of their style and the way they handled themselves both in and out of the ring.

**Is your nickname "Sugar" named after Sugar Ray Leonard?**

Actually, it's after Sugar Ray Robinson,

predictions would come true, and when they did, it was like magic.

**After the first game was released, did you give EA Sports any advice for the sequel?**

I told the developers that when your boxers work their way up the rankings, they should fight more legends, and I believe they took my advice. I think fighting the legends inspires people to play *Knockout Kings*, because once they fight the best for the title, then they have to defend that belt against the greatest boxers of all time to see how they rank in history.

**Any new features you'd like to see in the next *Knockout Kings*?**

I'd love to see more details added to the interactive training modes. Like when you jump rope, make it more of a timing game where the faster and more accurate you pound the buttons, the better the moves and more revolutions you can pull off with the rope. That way you can start doing double and triple jumps. But, if you mess up, your fighter could fall or get injured for trying to go too fast.

*Continued on page 124*



Continued from page 123

**Is there anything they can't capture in a game?**  
Feeling the blows. The only way you feel the shots in *Knockout Kings* is the sting in your pride when you lose a game. Other than that, I'd say that the game's about as realistic as you can get, especially since they're using all the real motions from boxers like myself and Sugar Ray Leonard.

**How does it feel to be a video game character?**  
It's an honor because all kinds of people and celebrities, from Jay-Z to Jermaine Dupri, come up to me and say, "I played as you the other night and knocked my friend out." Or they'll be all mad and tell me they picked me and lost...so maybe the game's not as realistic as I thought.

**Do you play video games in your spare time?**  
I used to play a lot more games when I was younger, but I still enjoy playing with my son whenever I get the chance. My son and nephews know all the little tricks, though, so I don't stand much of a chance. We play *Knockout Kings* the most, followed by *Tomb Raider* and *Bust-A-Move*.

**Who's the best pound-for-pound fighter today?**  
Me. Me, me, me! No [laughing], I just mean that anything I put my mind to, I think I can accomplish. A lot of fighters get to a certain point, but don't have the ability to grow. I feel like I have the ability to get to the top, then get even further. As far as fighters right now, though, I'd say Roy Jones Jr. is the best. He's dominated his division like no one else.

**What's the best thing about being a boxer?**  
It helps with my discipline. It keeps me fo-



**SWEET AS SUGAR** Shane knocks the wind out of Jesse James Leija. Mosley won the fight by TKO.

**"I fight so hard, that even in the late rounds, I make sure that I can either knock my opponent out or show to everyone that I won the fight."**

cused on my goals and enables me to travel all over the world. I even get to be in video games. But it was hard work to get to where I'm at today.

**What's the worst thing about being a boxer?**  
Getting lumped up. You get a bunch of bruises, you're sore, and the day after the fight, you go home in complete pain.

**Do you get frustrated when you see controversial endings to fights or strange scoring from judges?**  
It's real frustrating. I just think that the fans know, in all of the cases, who really won the fights. So the judges can do whatever they want, but the fans always know. The only thing that makes me mad is that it messes up history. Fans can argue all they want about who really won,

but the records show something different. Boxing is all about debating who was the best, and that gets tough to determine when some of the endings were controversial. On the other hand, controversy can make boxing more exciting because it keeps the sport in the limelight and keeps people hyped until the rematch.

**Do you ever worry that you could end up losing on a bad decision?**

I probably will. If I do, I guess luck just wasn't on my side that particular day. I don't really like leaving things to the decision, though. I fight so hard, that even in the late rounds, I make sure that I can either knock my opponent out or show to everyone that I won the fight. I even fight

that way in the video game.

**What's the best fight you've ever been in?**  
My last fight against Wilfredo Rivera, because I jumped up two weight classes to welterweight. People were wondering how I would perform against a bigger boxer and he was really pressing the fight. But I came at him and had a good time in there, especially when I knocked him out in the tenth round.

**When's your next fight?**

I'm not sure, hopefully in December or January, but I don't have anything lined up right now. It's funny, because after my last fight, my phone stopped ringing about the same time my opponent's head hit the canvas. ☺



# Knockout Kings 2000

The real deal returns for another year of main events. Will this king ever be dethroned?

## FACT FILE

DEVELOPER EA Sports PUBLISHER EA Sports GENRE Boxing PLAYERS 1-2 RATING Teen

## GAME GLANCE

- 50 Boxers
- 10 Venues
- 9 Classic bouts
- 3 Weight classes
- Target training mode
- 1 Hidden basketball player
- 1 Hidden rapper
- 1 Hidden judge/referee

The original *Knockout Kings* is the best selling boxing game ever. Not of last year, not of the decade, ever! How do you top a blockbuster? By making the sequel so energized with gameplay and features that last year's game becomes unplayable. That's exactly what EA Sports has accomplished.

These days, it's frustrating to be a boxing fan. With all of the embarrassments and controversies surrounding the recent Mike Tyson and Oscar De La Hoya fights, it seems that the ring's class acts and classic bouts are being drastically overshadowed by an uproar of sleaze and shenanigans. In fact, in today's society, it's more acceptable to be a supporter of professional wrestling than professional boxing (not that there's anything wrong with that). But thanks to EA Sports, boxing fans can once again stand proud, as *Knockout Kings 2000* provides the punch of excitement



**FLOATS LIKE A BUTTERFLY, STINGS LIKE A BEE** Muhammad Ali throws the old one-two to knock Butterbean out cold. He never stood a chance against "The Greatest of All Time."

ment missing in most of today's overpriced pay-per-views.

Everything in *Knockout Kings* has been drastically improved over its predecessor. The gameplay's quicker, the clubbing fists hit harder, and the player models appear more realistic, including added details in boxer's faces and bodies.

The game sports over 50 legendary fighters, from Macho Camacho to Muhammad Ali, and even includes signature moves, taunts, and punches for every boxer, including Oscar De La Hoya's crippling uppercuts. *Knockout Kings* also enables

you to create your own fighters, train, and challenge the legends as you work your way up the rankings in a quest for championship gold.

If you're not down with Career mode, *Kings* also offers a Classic Fights mode that lets fans of the sweet science reenact boxing's most talked about brawls, like the Thrilla in Manila. For fight fans, this is the ultimate argument-ender of who should have really won some of the ring's most epic battles.

Who would have thought that it would take a video game to return respectability back to the sport of boxing. There's no corruption. There's no Don King. And there's no doubt that this is the best boxing game available this year

- Jon Robinson



**NO MAS** In Slugfest mode, you can legally kick your opponent in the jewels.

## The Verdict

### HOW THEY COMPARE

#### ■ KNOCKOUT KINGS 2

Simply the best boxer around. Everything from the features to the gameplay is flawless. The undisputed champion.

#### ■ TYSON'S PUNCH OUT

When he was iron, not behind iron bars. Who can forget the rage of Bald Bull?

#### ■ READY 2 RUMBLE

A great fighter. Afro Thunder's got the moves and the 'fro to become an icon.

#### ■ KNOCKOUT KINGS

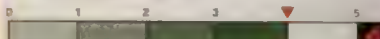
The original champ was good, but its sequel's even better.

#### ■ CONTENDER

Sony's attempt at an arcade boxer gone wrong. Contender's down for the count.

### GRAPHICS

■ Blood and sweat fly off fighter's heads as their faces get bruised to a gruesome reality



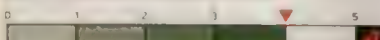
### SOUND

■ If you like hip-hop, rapper O's soundtrack provides the slickest beats in gaming. If you don't, hit mute



### CONTROL

■ Intuitive controls include boxer-specific moves, super punches, bobbing and weaving, and taunts



## Knockout Kings 2000

**PROS:** Legendary fighters, bangin' beats, and even bloodier beat downs. Exciting multiplayer bouts.

**CONS:** Absence of current superstars Roy Jones Jr. and Prince Naseem

### OVERALL

From the legends to the gameplay, *Knockout Kings 2000* reigns as boxing's best video game translation yet

**5**  
OUT OF 5



**ROCKY DOESN'T SUCK** Rocky Marciano beats Lennox like he stole something.



A dramatic, low-key photograph of the rear of a silver sports car, likely a Corvette, with its taillights glowing in a dark setting. The car is positioned horizontally, with its rear end facing the viewer. The taillights are prominent, glowing with a warm, reddish-orange light. The car's body is metallic and reflective, showing highlights from the ambient light. The background is dark and indistinct, emphasizing the car's form and the glow of the lights.





A TROPHY.

IT IS THE TROPHY.



The price you pay for losing isn't just pride. It's your 396 hp exotic. Watch for nasty hairpins. Aggressive opponents who might damage your baby. And, of course, the cops. They all want to see you lose it in a very big way.



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ELECTRONIC ARTS



QUICK REVIEWS

Supercross 2000

■ PLATFORM PS ■ PUBLISHER EA  
■ PLAYERS 1-2 ■ GENRE Racing



**SLIDEWAYS** Mile high jumps thrill, but dirt-kicking, turns are the key.

*Supercross* is mud-in-the-face dirt bike action crammed onto relentless arena tracks littered with mounds, and moguls. EA has managed to recreate the spirit, if not the reality, of the sport by packing in inherent elements like airborne acrobatics and stunts. Arcade-style motorcycle gameplay makes for an enjoyable ride in either the racing or freestyle stunt modes. Despite the inclusion of 25 real-life riders and bikes from Honda, Kawasaki, Yamaha, and Suzuki, the lack of true simulation aspects makes it fail to be truly distinctive. -RB

Overall ★★

Blades of Steel 2000

■ PLATFORM PS ■ PUBLISHER Konami  
■ PLAYERS 1-8 ■ GENRE Hockey



**MULLET ALERT** Robert Lang winds up for a slap shot. Note the mullet.

Where to begin? *Blades of Steel* was great on the NES back in '87, but things have moved on a little bit since then. Too bad nobody told Konami. *Blades of Steel 2000* would have been life changing about 10 years ago, but now it's just plain horrible. Blocky, pixilated graphics, repetitive commentary, sloppy gameplay - pretty much everything that could go wrong with a hockey game pops up here. But we give Konami some credit. They sent us the game rather than just slapping it on store shelves and hoping we wouldn't notice. -DL

Overall ★

# Track & Field 2000

Is a gold medal worth breaking your arm for? Only when you beat your friends.

FACT FILE

■ DEVELOPER Konami ■ PUBLISHER Konami ■ GENRE Sports ■ PLAYERS 1-4 ■ RATING E

GAME GLANCE

- 12 Events
- 12 Countries
- 4 Players
- 2 Bruised thumbs
- 7 Broken controller buttons
- 1 Broken editor

**The thrill of victory: breaking the world record in the 100m Dash.**  
**The agony of defeat: the burning feeling tearing through your veins as you mash the run buttons as fast as possible, fall to the ground, and clutch your torn-up, throbbing arms.**

Some games need a warning sticker. Not to stop kids from hearing profanity, but to prevent gamers from seriously jacking up their arms in a maddening competition of who can smack the buttons the fastest. *International Track & Field 2000* deserves one of those stickers. In fact, we here at *incite* are having problems typing this issue because of the game. Why do we take the punishment? Because



**JERK OFF** It's not the size of the Weightlifting Clean & Jerk that matters, it's whether or not you can beat it.



**BREAKING WIND** Bulldog from Britain pounds the pedals toward the finish line.

*Track & Field* hurts so good!

The game sports 12 traditional Summer Olympic events: 100m Dash, Long Jump, Hammer, Pole Vault, Javelin, Clean & Jerk, Diving, Swimming, 1km Cycling, Cycling Sprint, Kayak, and Gymnastics. The variety of events adds to the replayability, because while some competitions are based on pure speed, others are pure timing and mastering both is difficult. Besides, even if you think you're the best, there's no telling how you'll perform against friends with the laughter and choke factor running high.

While the game isn't anywhere near as raucous in single-player mode (there's not much fun in talking trash to the computer), the multiplayer contests get so crazy that *Track & Field* becomes a must-have title - especially if you have a competitive group of friends and a multi-tap. Your arms will never be the same again.

- Jon Robinson

## The Verdict

## International Track & Field 2000

HOW THEY COMPARE

■ TRACK & FIELD 2000

Old-school gaming is back. We used to sport a comb to arcades for higher scores. Today, thumbs work best!

■ TRACK & FIELD

The first game to test the durability of the PlayStation controller.

■ DECATHLETE

Sega's version of the Summer Olympics with *Virtua Fighter*-esque athletes.

■ WINTER HEAT

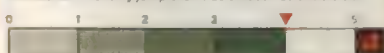
If only it had figure skating. Here comes Nancy. Has anyone seen my stick?

■ WINTER OLYMPICS

Whoever invented curling needs help. No one with a broom deserves the gold.

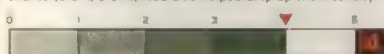
GRAPHICS

■ Athletes throw, sprint, and celebrate with grace, but some events, like the long jump aren't as smooth as should be.



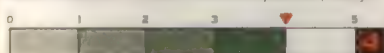
SOUND

■ The crowd and announcer do the job. Addition of country chants (U-S-A, U-S-A!) would've helped amp up the intensity.



CONTROL

■ Most competitions are simple button-mashing. A few events could use a bit more on-screen explanation, though.



**PROS:** Frantic multiplayer competitions, the feeling of breaking your friend's world record.

**CONS:** Carpal tunnel syndrome, lack of hurdle and high jump. The feeling of breaking your arms.

OVERALL

One of the best multiplayer games on the PlayStation. You think you have the fastest fingers? Prove it!

4  
OUT OF 5

★★★★



# South Park: Chef's Luv Shack

Tastier than a platter of Chef's Chocolate Salty Balls.

## FACT FILE

■ DEVELOPER ASA ■ PUBLISHER Acclaim Ent. ■ GENRE Party Trivia ■ PLAYERS 1-4 ■ RATING Mature

## GAME GLANCE

- 400 Trivia questions
- 200 Pressure round questions
- 19 Mini-games

Tired of party guests rolling their eyes when you bring out that moth-eaten *Monopoly* just one more time? Enter the *Luv Shack* and let Chef cook up some simultaneous gaming instead.

Party games are a unique species. Much like with that hot girl hanging out by the keg, you're not seeking a long-term commitment; you just want an entertaining diversion with a few laughs thrown in. And if, like *South Park*, she likes to talk dirty, so much the better.

To get the most out of *Chef's Luv Shack*, disregard the single-player game. Sure, it works and you'll get a couple of chuckles out of it, but the only reasons to play it are if you have no friends or you're trying to memorize all the answers.



**STAN AND DELIVER** Mini-games offer a nice diversion from the intellectual trivia game.

Both of which are supremely sad.

No, *Chef's Luv Shack* needs to be played by multiple players. Two is adequate, three is better, but four (with a crowd of onlookers) is where the game, and your party, come alive. There's a good variety of trivia questions ranging from challenging to mundane to insane. Some questions stem from the show, while others are an entertaining take on the world around you.

After a few multiple choice questions, you are treated to an array of mini-games reminiscent of classics like *Asteroids* and *Galaxian*, while others test your button mashing skills or reflexes.

These various styles are melded so the game never drags. The *South Park* license is put to good use, and you'll have as much fun listening to the amusing sound clips as you will playing the game. Just add Cheesy Poofs. Kick-ass.

- Roger Burchill



**YOU DON'T KNOW CRAP** Assume the roles of *South Park*'s Eric, Stan, Kyle, and Kenny and give your trivial pursuits a new edge.

## QUICK REVIEWS

### Chef's Luv Shack

■ PLATFORM PS ■ PUBLISHER Acclaim  
■ PLAYERS 1-4 ■ GENRE Party Trivia



**GET LOADED** Good things come to those who wait - and wait, and wait....

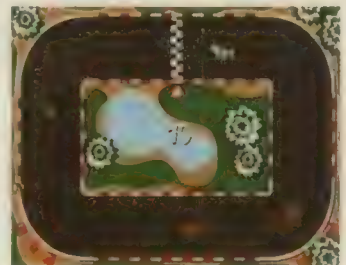
In stark contrast to the rapid-fire fun that the N64 version of *Chef's Luv Shack* offers, the PlayStation version is hampered by load time interruptions. Chef asks a question, LOAD, Kenny answers the question, LOAD, Chef says it's time for a mini-game, LOAD, play the mini-game, LOAD.... The load times are more painful than an alien probe up Cartman's ass. Acclaim even had to delete the ability to chose from multiple topics in order to address this issue. The PlayStation version may cost less, but the stop-and-go gameplay costs it a star. - RB

**Overall**

★★★

### Chef's Luv Shack

■ PLATFORM DC ■ PUBLISHER Acclaim  
■ PLAYERS 1-4 ■ GENRE Party Trivia



**KART MAN** Smoke foes on the track if you can't smoke them with knowledge.

The Dreamcast version of *Chef's Luv Shack* is the happy compromise between the N64 and PlayStation version. The game itself is a duplicate of the N64 title. Thanks to the Dreamcast's four built-in controller ports, you won't have to spring for a multi-tap like you would on the PlayStation, either. There are still load times with the Dreamcast game, but they are far improved over the PlayStation. The N64 game's seamless gameplay is the most satisfying, but the ten bucks you save on the Dreamcast game will make up for it. - RB

**Overall**

★★★★

## The Verdict

## South Park: Chef's Luv Shack

### HOW THEY COMPARE

■ **CHEF'S LUV SHACK**  
Oh my God they actually made a fun *South Park* game! You bastards! Trivia, mini games, and laughs for your party.

■ **THE NEXT TETRIS**  
Beware of females looking to humiliate men with Game Boy-tuned Tetris skills.

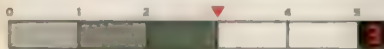
■ **MARIO PARTY 64**  
A cute but entertaining collection of board and mini games with the plumber.

■ **WHEEL OF FORTUNE**  
Inviting mom and dad to your parties? Then buy this. Buy a vowel, dammit!

■ **JEOPARDY!**  
Watch people type out their answers and bring your party to a screeching halt.

### GRAPHICS

■ Nothing spectacular. What were you expecting? It looks like an episode of *South Park*, which means it looks the part.



### SOUND

■ A pretty impressive collection of sound bites for the N64, featuring Isaac Hayes, Matt Stone, and Trey Parker.



### CONTROL

■ Simple, straightforward controls - all that's needed. Some mini-game controls could have been tightened up.



**PROS:** Quirky questions and *South Park*'s gutter humor make for a good time - especially after a few beers.

**CONS:** Pointless one-player gameplay. It's only a matter of time until you know all the trivia answers.

### OVERALL

A handy party diversion that's only beat by a round of nude Twister. And if your party is sans women, it definitely beats the Twister.

**4**  
OUT OF 5

★★★★



QUICK REVIEWS

FIFA 2000

■ PLATFORM PS ■ PUBLISHER EA  
■ PLAYERS 1-8 ■ GENRE Sports



**NOTHING BUT NET** I went to a riot and a soccer game broke out.

Rumor had it EA was going to scrap the *FL-FA* franchise this year and go with *Women's Cup 2000*, but we're not surprised it didn't happen, seeing as how we started the rumor in question. You can't play as Mia Hamm, but *FIFA 2000* has everything else a rabid soccer fan could want, including 18 separate national leagues and the MLS license. Gameplay is deep, thanks to a ton of moves and set-pieces, and commentary is in seven languages. Fire the game up in Brazilian and get that classic "Gooooooooaaaaa!" fix. - *DL*  
**Overall** ★★☆☆

Arcade Party Pak

■ PLATFORM PS ■ PUBLISHER Midway  
■ PLAYERS 1-3 ■ GENRE Arcade



**SMASH BROTHERS** A fine example of constant crazy carnage. "I love it!"

Relive your memories of quarter-hungry arcade machines on Midway's arcade compilation. Thanks to the dual-analog control, games like *720*, *Super Sprint*, and *Smash TV* can finally be played as they were always meant to. Meanwhile, *Klax*, *Toobin'*, and *Rampage* fill out the rest of the disk with non-analog gameplay. You can finally prove to your buddies that you ruled the arcades in your youth when you fire up one these puppies, but after that thrill has gone, this disk will likely sink to the bottom of the pile, serving more as a reminder of the good old days. - *EL*  
**Overall** ★★☆☆

# Test Drive 6

*Test Drive* gets a new set of wheels and a cover of a Gary Numan song.

FACT FILE

■ DEVELOPER Pitbull Syndicate ■ PUBLISHER Infogrames ■ GENRE Racing ■ PLAYERS 1-2 ■ RATING E

GAME GLANCE

- 36 Cars
- 17 Tracks
- 4 Cop cars
- 5 Game modes
- Two-player games

The latest *Test Drive* packs a revamped engine, a bunch of licensed cars, a soundtrack the kids today can groove to, and the chance to swan about London, Paris, and NYC in a gay-pride purple Lotus Elise, running like hell from the 5-O. As Gary Numan is our co-pilot, we will never drive slowly again.

**Y**ou've got your cops, cross traffic, shortcuts, and big air jumps with the Eiffel Tower in the background in this arcade take on the driving game concept. You start out with a lower-tier sportscar and then enter single races and championships to earn more cash for upgrades and faster cars. No surprises there, then, but *TD6* does add a



**CHASING THE SMOKEY** This McLaren F1 is about to make a break for it in Rome.

little twist to the usual race/tweak dynamic by allowing gamers to bet cash on the outcome of the race.

Naturally there's a two-player mode, allowing for head-to-head races. Lose a pink slip race and you lose your car. But for some strange reason you can't play with a horizontally split screen; a vertical split is your only option.

Ultimately, *Test Drive 6* fails to really satisfy as an arcade racer or a sim. Graphically it's pretty poor - bad enough to actually interfere with gameplay, as pop-up is a problem at times. And despite claims of a completely reworked game engine, the car physics aren't nearly as detailed or subtle as we'd like. The Caterham 7 and Lotus Elise are among the best handling cars in the world, but they don't stand out from a run-of-the-mill Mustang in the game. Ladies and gentlemen, we have a renter.

- *Demian Linn*



**HOT PURSUIT** You can get behind the wheel of a black and white and hand out citations to all those sportscar-driving law-scoffers.

## The Verdict

HOW THEY COMPARE

■ GRAN TURISMO

The best racing sim yet, and GT2 is right around the next corner.

■ RIDGE RACER 4

Beautiful graphics and fun gameplay make RR4 our favorite arcade racer.

■ NFS: HIGH STAKES

Not as many cars to choose from, but looks and plays better than TD6.

■ TEST DRIVE 6

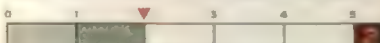
Fails to impress graphically and cars don't handle very accurately. Nice crashes and a fun police chase mode.

■ HOT WHEELS RACING

Brutally stupid AI, bad tracks, graphics and gameplay in one tidy package.

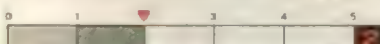
GRAPHICS

■ Frame rates are steady, but repetitive textures, horrible backgrounds, and blocky cars could cause serious eyestrain



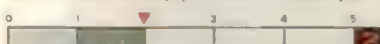
SOUND

■ Gary Numan/Fear Factory intro will live on in infamy. There are attempts to make each car sound different.



CONTROL

■ Going analog? You'll have to use the right stick to accelerate and brake, too. Bad physics make for a shallow game.



## Test Drive 6

**PROS:** Licensed cars, including the McLaren F1, a betting system adds some drama to money earning, police chases.

**CONS:** Looks pretty bad, simplistic physics model, doesn't offer much more than past games in the franchise.

OVERALL

Not a very good arcade racer or sim. *TD6* doesn't bring anything new to the table. Hold on for *Gran Turismo 2*.

**2**  
OUT OF 5

★ ★



# Spyro 2: Ripto's Rage

Sony is back with an old flame for more ultra-adorable fun.

## FACT FILE

Developer: Insomniac Games Publisher: SCEA Genre: Platform Players: 1 Rating: E

## GAME GLANCE

- 3 Season-themed worlds
- 4 Secret orbs
- 5 Power-ups
- 1 Secret playable demo of *Crash Team Racing*
- 100-plus Sheep to torch

For manly-men gamers who don't think the pint-sized Spyro is a studly enough video game character, remember this adage: It's not the size of the wave, it's the motion of the ocean.

While this sequel may be as ex-cruciatingly cute as its predecessor, don't underestimate this little purple spitfire. *Spyro 2* boasts some tough challenges and imaginative mini-games that will keep even the big boys busy.

*Spyro 2* finds our aubergine sheep-toaster in the throes of adolescence. He's a teen dragon with longer horns, stronger wings, and bigger claws – all amounting to cool new abilities. Spyro can now swim, dive, hover, climb, spit projectiles, and deliver a devastating



**SPYRO COUSTEAU** This dragon can't fly, but he sure can swim like a fish.

headbash. Plus, he earns power-ups like Superfly, Powerflame, and Superfreeze by killing enemies.

Good thing, since he'll need all that fighting power to save the planet Avalar from the villainous Ripto and his marauding meanies. Broken up into over 30 different "realms," you progress by earning each realm's talisman. To gain the coveted orbs for admittance to hidden areas, you have to beat the more difficult mini-games.

The active camera keeps up pretty well, but gets annoying when you have to slow down moving into new areas to let it catch up. Also, your behind-the-head centering doesn't always work, meaning you rely on those L1 and R1 buttons.

But these minor glitches can't take away from this gorgeous title that – despite its obvious kiddie overtones – is still fast-paced and fun. All you macho guys should just suck it up, or you'll be missing out.

– Annette Cardwell



**DINO CRISIS** Spyro picks up some health by roasting this chicken in his battle against the second boss, Gulp.

## The Verdict

### HOW THEY COMPARE

#### ■ APE ESCAPE

It's got cool weapons, tons of monkeys, and uses every button on the controller

#### ■ CRASH BANDICOOT 3

Crash is the first word in PlayStation 3D platformers. This version was a blast.

#### ■ SPYRO 2

Not quite a masterpiece, but still a formidable competitor. The little purple fella has earned his wings.

#### ■ SPYRO

The first Spyro is fun, but its update just improves on a good thing

#### ■ A BUG'S LIFE

A distant last, and doomed to be the cutesy gamer's whipping post

### GRAPHICS

■ With its crisp, colorful look and smooth movement, *Spyro 2* is one of the best looking games for the PlayStation

0 1 2 3 4 5

5

### SOUND

■ Wholesome music by ex-Police man Stewart Copeland, plus all the cartoonish voices and sound effects you need

0 1 2 3 4 5

4

### CONTROL

■ Since this game's built for the youngsters, even novices will easily get a handle on the basic controls and moves

0 1 2 3 4 5

4

## Spyro 2: Ripto's Rage

**PROS:** Creative and demanding mini-games from hockey to cart racing keep things cooking

**CONS:** Unpredictable camera behavior may have you plummeting off the edge of a fire pit before you see it

### OVERALL

Sony's hot little dragon definitely lights a fire under the asses of even the most hardened gamers.

4

OUT OF 5

★★★★★

## QUICK REVIEWS

### Paperboy

■ PLATFORM N64 ■ PUBLISHER Midway  
■ PLAYERS 1 ■ GENRE Action



**TRAILER PARK TRASH** Knocking over receptacles gives you bonus points.

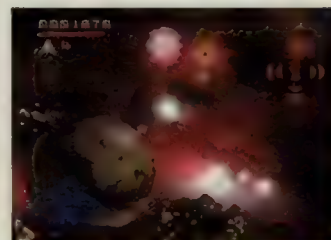
No, this isn't a title based on the lame Chris Elliot sitcom, but it's just as bad. *Paperboy* is a remake of the classic arcade game of a decade ago. Back then, it was cool to turn your hat backwards and wreak havoc on the neighborhood by throwing newspapers through windows while jumping over dogs and dodging civilians. Today, the concept still brings a smile to your face, and your goal of delivering papers remains the same. Unfortunately, atrocious controls and dated graphics make you wish a fatal accident upon your paperboy and death to this franchise. –JR

**Overall**

★★

### Asteroids 64

■ PLATFORM N64 ■ PUBLISHER Crave  
■ PLAYERS 1-4 ■ GENRE Action



**ROCK AND A HARD PLACE** Now the rocks look as old as the gameplay.

Why remake *Asteroids*? You can add in 3D graphics, new weapons (like mines), and new enemies, but all this achieves is cluttering up the game. What the hell is the point? How about a remake of checkers with insane 3D bosses to defeat and trippy backgrounds? Getting a triple-jump super combo would reward you with a glowing king piece that lasted for 30 seconds... Of course the novelty would wear off in a second, which is exactly the problem with *Asteroids*. The best part of this mess? The original *Asteroids* is hidden away. Some classics need to be left alone. –EL

**Overall**

★★





Moby checks out  
Codemasters' **MTV  
Music Generator**  
and the beat goes on.

# PLAY THAT FUNKY MUSIC GENERATOR

## *white boy*



**M**oby is a walking contradiction. A product of the chemical-heavy rave scene, he lives a life of strict sobriety. His first big single, *Go*, sold more than a million copies and helped bring techno to the masses, yet he's still widely regarded as an outsider artist in the music industry. He even threw his fans for a loop by recording a straight-up heavy metal album — 1996's *Animal Rights* — just as the U.S. market was starting to open up to the likes of The Chemical Brothers.

So it only makes sense that this musical paradox, who once had a PlayStation but gave it away, would appear in an *incite* feature. "I probably shouldn't say this," he said as he sat down for the interview. "This is really bad. But... I kind of think that video games are sort of a big waste of time." He tried to explain. "I mean, I've played video games... but after playing *Mario Bros.* for two hours, I just feel that I didn't do anything. I do have a mah-jongg game on my computer."

It was a good thing, then, that we didn't actually ask Moby to play a video game. The title he road-tested for us was Codemasters' *MTV Music Generator*, a surprisingly versatile sampler and sequencer for the PlayStation. As his crew loaded in thousands of dollars worth of equipment for his sold-out show at Madison, Wisconsin's Barrymore Theatre, Moby sat in front



**FEELIN' SO REAL** Moby gives the crowd the green light to go wild for *Music Generator*.



## Kick Out the Jams



In addition to sampling and sequencing your own songs, you can jam real-time with up to three other friends on *MTV Music Generator*. The Music Jam mode assigns a template of related instruments to each "musician," so one person can play percussion, another can play bass lines, and yet another can add melody to the jam. You can assign different instruments to the buttons or change the templates on the fly, so if you get sick of playing disco snares, you can drop some acid house beats on your unsuspecting partners. The best part is, it's all in 4/4 time and just as easy to use as the single-player mode, so it's pretty much impossible to screw it up.

To hear Moby's ditty, log on to [www.incitegames.com](http://www.incitegames.com)

of a \$99 PlayStation and started sequencing his latest single. Or maybe he was just having fun.

"This is really a very good toy," he said, laying down a house melody line over a row of Chicago drum loops. "I'm sure I'm not seeing all the features yet, but it looks like someone could have a lot of fun playing around with this." He turned his attention back to the screen and furrowed his brow, not because *Music Generator* was giving him trouble, but because the ancient club TV had gone all snowy. He reached forward and smacked it. The picture cleared. "That seems to do the trick," he said.

After playing around with *Music Generator* for ten minutes or so, his song was beginning to take shape. He dropped in a female vocal sample and smiled. "I'd really like to meet the woman they got to record that," he said. "I think she's got a really great voice."

He turned back to the PlayStation and added a few more samples. "Okay, I think I've got this to a good

**Not only does it come with hundreds of pre-sampled drum, bass, and melody loops, you can tweak any of them note by note, apply effects to them, and even sample snippets of your favorite CDs.**

stopping point." And so, after a crash course in *Music Generator* and 20 minutes of sequencing on a TV so old that it probably broadcast Gerald Ford's inauguration, Moby played his one-minute masterpiece for us. And it sounded really good. Even on tinny speakers.

But when it came time to give it a name, Moby balked. "Oh, I don't think it's gotten to the point where I could give it a name. I just chose samples and dropped them in." So this means Moby probably won't be recording his next album on *Music Generator*, huh? "Uh, no," he said.

And why not? "Well, I'm making a song, but someone else already did the work. Those aren't my samples. The difference between the samples I use in my songs and the ones here is that I had to find and make my own. That's the hard part. This is very nice, though."

So Moby seemed to have a good time, but the sampler wasn't going to replace his New York studio. Then again, how much did it cost? "Probably about \$150,000."

So kids, take note: *Music Generator* might not put you in Moby's class, but everyone's got to start somewhere. And until you've become a techno legend, consider the more economical route.

### SO IS IT ANY GOOD THEN?

Ten years ago, a crappy Casio keyboard was your only inexpensive option for creating tunes. *MTV Music Generator* changes all that. Not only does it come with hundreds of pre-sampled drum, bass, and melody loops, you can tweak any of them note by note, apply effects to them, and even sample snippets of your favorite CDs. Save your creations on a memory card and design a trippy test-pattern video to go with them. And if you get sick of playing with yourself, up to four people can get down in Jam mode, and make real-time music on the fly. Lame-ass DJs look out: anyone with a PlayStation can now kick your weak beats to the curb. Thoroughly recommended.

- Bryan Stratton

Overall

★★★★★



# Wu-Tang: Shaolin Style

Killah bees on the swarm. Protect ya neck and prepare for a Staten Island beat down.

## FACT FILE

DEVELOPER **Paradox** PUBLISHER **Activision** GENRE **Fighting** PLAYERS **1-4** RATING **Mature**

## GAME GLANCE

- 9 Wu-Tang fighters
- 9 Alter-Ego fighters
- 3 Bosses
- 36 Chambers of Shaolin
- 15 Arenas
- 3 New Wu-Tang songs
- 1 Parental warning
- 1 Code to unlock Shaolin

From the slums of Shaolin storms The RZA, The GZA, and the rest of the Wu-Tang Clan as they bring their funky kung-fu mythology and hype lyrics and translate them into a decapitatingly demented interactive experience. The bloody results are sure to have Senators up in arms, parents aghast, and gamers kicking off limbs until all hours of the night.

Throughout the nineties, the rap group The Wu-Tang Clan has encountered more notoriety for their arrest records than their innovative rhymes. Earlier this year, Ol' Dirty Bastard (aka Big Baby Jesus) was arrested seven times in seven months for crimes that ranged from allegedly shooting at police officers to the alleged possession of crack cocaine. Add in the crazy antics of the other members, and you have a group whose bench warrants outnumber their hit singles. Activision must've read about the Wu's exploits and thought, "These guys would be perfect for a vile video game full of death and dismemberment." They were dead right.

*Wu-Tang* mixes the unique characteristics of hip-hop's most notorious MCs with the most controversial fighting game engine ever (the mechanics were stripped from the banned game *Thrill Kill*) to create a completely over-the-top title. The fatality-laced game is definitely not for everyone, as blood and body



**MAN IN THE IRON MASK** Ghostface Killah tries to defend a vicious onslaught of kicks and punches from U-Go. Instead, Ghostface gets completely C.R.E.A.M.ed.

parts are splattered across the screen at a rate of one head every ten seconds. However, the game does include a parental lock to help restrict some of the violence.

But remembering *Wu-Tang* strictly for its shock value would be selling the game short. Beyond the killing lies a fighter packed with combos, speed, and a four-player rumble that's a blast, especially if you have three friends.

*Wu-Tang* comes highly recommended. It's the most riotously rowdy PlayStation fighter this season and smokes its competition like

a fat blunt ripped from the mouth of Method Man. If you see the game in stores, "Pick it up, pick it up!" before some corrupt politician in need of a platform tries to have the game locked away like its *Thrill Kill* predecessor.

- Jon Robinson

The fatality-laced game is definitely not for everyone, as blood and body parts are splattered across the screen at a rate of one head every ten seconds



**DIRTY PLEASE** ODB ties Method Man to a rocket and launches him into space.



**IT AIN'T EASY BEING GREASY** Method Man gets sliced by Masta Killah's Ninja blade.

## The Verdict

### HOW THEY COMPARE

- **TEKKEN 3**  
Martial arts fighting that never gets old. The true king of fighters.
- **WU TANG: SHAOLIN STYLE**  
Best new fighter on the market. Controversial, but not without merit.
- **SOUL BLADE**  
Still great, but almost unplayable after *Soul Calibur*'s Dreamcast debut.
- **MORTAL KOMBAT 4**  
Someone break out Dr. Kevorkian. This series needs its plug pulled.
- **BYS**  
Even a fighting pimp decked-out in a purple suit couldn't save this hoe.

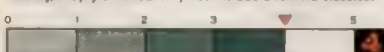
### GRAPHICS

■ Fatalities feature a *Matrix*-like blurring of the screen that's staggering. Backgrounds need more detail, though.



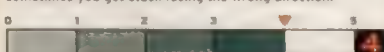
### SOUND

■ RZA produced three new tracks, but while the cuts are blazing, they grow tired. Why not include a few Wu classics?



### CONTROL

■ The combos and throws are simple to perform, although sometimes you get stuck facing the wrong direction.



## Wu-Tang: Shaolin Style

**PROS:** Four-player fights, crazy fatalities, playing as drunken master Ol' Dirty Bastard.

**CONS:** Fatalities aren't for everyone. Not enough people own multi-taps to enjoy four-player mode.

### OVERALL

*Wu-Tang's* swarming with fast fights, infamous characters, and the myth of Shaolin. Wu-Tang forever!

**4**  
OUT OF 5





# Earthworm Jim 3D

The world's slimiest superhero enters a totally mental third dimension.

## FACT FILE

■ DEVELOPER VIS Interactive ■ PUBLISHER RG/Take 2 ■ GENRE Adventure ■ PLAYERS 1 ■ RATING E

## GAME GLANCE

- 100 Lost marbles per level
- 25 Eggs per Egg Chucker chicken
- 4 Worm brain worlds
- 3 Dimensions to Jim's newest incarnation
- 1 Burger-munching Elvis impersonator

Next to *Centipede*, he's the most famous invertebrate in gaming. He's Earthworm Jim, and after numerous incarnations from Sega Genesis to Saturday morning cartoons, this nuclear night-crawler has finally filled out in three-dimensional splendor.

But an annoying camera, poor control, and tedious pacing soil an otherwise amusing and visually impressive 3D debut. Fans can at least be thankful that the old juvenile *Earthworm Jim* humor is still firmly in place. This time around, Jim's in a cow-induced coma, and his "superhero superego" must battle off inner demons, collect all his lost marbles, and reclaim some odd



**PRETTY IN PINK** Nothing's too outrageous in Jim's drug-induced mental landscapes.

golden udders to regain his sanity.

Think the story sounds bizarre? Wait until you meet the crazy cast of characters that include an alien pizza restaurateur and disturbing disco zombies. Plus there's the wacky arsenal featuring a Gnome Gun that shoots, um, gnomes and the Egg Chucker that blasts eggs from a chicken's behind.

But watch how quickly that laughter turns to cursing when you start struggling with the problematic controls and manual camera, especially in the difficult-but-motomous boss levels. Also, the game's pacing takes the worm thing too literally. Sometimes it feels like you're spending more time getting around than actually interacting.

Die-hard *Earthworm Jim* fans definitely get more of the series' trademark goofiness, but maybe they should get their initial fix by renting *EWJ 3D* first.

- Annette Cardwell



**MR. ROBOTO** Jim uses his vicious head whip attack against this fired-up robotic baddle.

## QUICK REVIEWS

### Boombots

■ PLATFORM PS ■ PUBLISHER Southpeak  
■ PLAYERS 1-2 ■ GENRE Fighting



**MISTER BOOMBASTIC** Robots fire wildly with missiles. Stay on target.

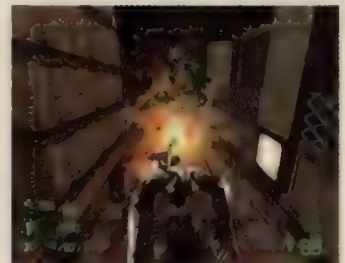
*Boombots* is a bad joke that never stops. A pitiful fighting game with two cartoonish robots duking it out in a tiny arena with only a couple weapons is wrapped up in a gripping story about aliens stealing cats. A typical battle involves chasing a big Texan robot around a column (the only obstacle in an empty room) and firing missiles randomly. If you're lucky, you might even get close enough to use your throw move. With its simplistic gameplay and toilet jokes, this is a great choice for keeping the younger brother quiet. Avoid. - EL

**Overall**

★★

### Slave Zero

■ PLATFORM DC ■ PUBLISHER Infogrames  
■ PLAYERS 1-4 ■ GENRE Action



**ROCK 'EM SOCK 'EM** Shrieker Rockets - an abolitionist's most powerful weapon.

It's hard to believe you could go wrong with giant lumbering robots battling it out. And despite an unconvincing cityscape, you'll still get caught up in the mechanized mayhem after you've learned the initially cumbersome controls. But it is the technical glitches that ultimately undermine the game. Jerky camera pans, graphics slowdown, and atrocious collision detection will have you thinking the game engine was built by Yugo. On the power-packed Dreamcast, you have every right to expect the performance of a Ferrari. - RB

**Overall**

★★

## The Verdict

### HOW THEY COMPARE

#### ■ SUPER MARIO 64

The original masterpiece. Many N64 platforms have failed to imitate this.

#### ■ DONKEY KONG 64

Superior graphics, enormous worlds, hour of gameplay, plus monkeys.

#### ■ BANJO-KAZOOIE

Engraving and complex, this was the first to raise the bar after Mario.

#### ■ EARTHWORM JIM 3D

This laborious and unnecessarily difficult new installment may show us new sides of Jim that you don't want to see.

#### ■ DICK

Repetitive one-liners grrnd, especially when this starts showing its deep flaws.

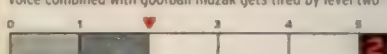
### GRAPHICS

■ Nothing like a little psychedelic drug use to come up with the trippy, vibrant look of *EWJ*'s world.



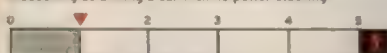
### SOUND

■ Even if you're a *Simpsons* fan, Dan Castellaneta's Jim voice combined with goofball muzak gets tired by level two.



### CONTROL

■ Together with camera difficulties, maneuvering Jim is as maddening as driving a car with no power steering.



## Earthworm Jim 3D

**PROS:** That characteristic *Earthworm Jim* silliness and outrageous visuals will keep fans happy.

**CONS:** Pacing, control, and camera problems will constantly trip you up, especially when you need them most.

### OVERALL

Enjoy groovy-looking worlds and zaniness before annoying camera and controls drive you over the brink.

**3**

OUT OF 5

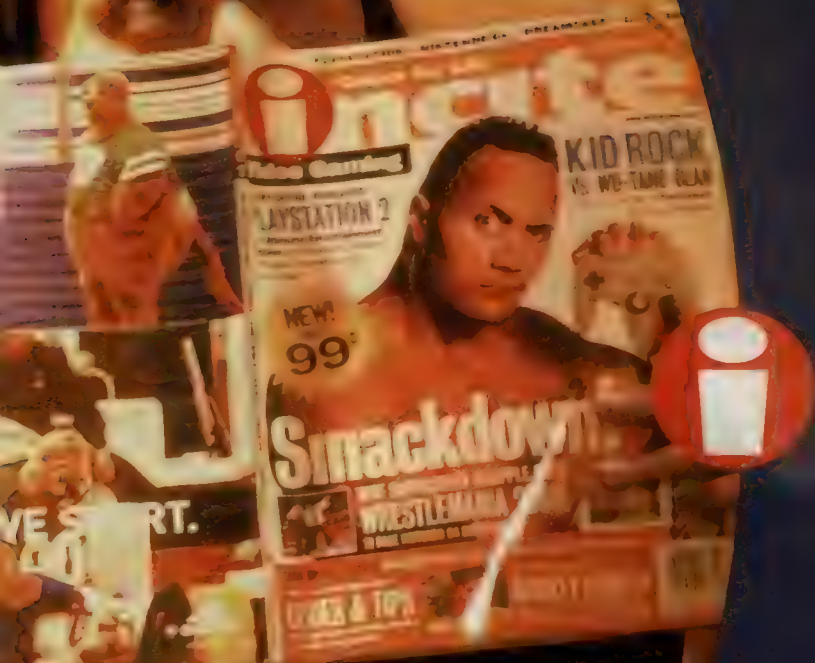
★ ★ ★







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# FISH ON!

Since you can't fish on a tour bus, rod & reel addict Les Claypool of Primus tried playing **Sega Bass Fishing**. Paul Semel casts off and baits the hook.

**T**here's a lot of great things about being in a rock & roll band. What other job, besides insurance adjuster, lets you do something you really love while people cheer you for hours and then hold up a



lighter so you'll do it some more? But if one of your other passions is fishing, being in a rock & roll band sometimes puts a cramp in your style. After all, it's hard to go fishing from the back of a tour bus.

Such is the fate of singer/bassist/fishing fan Les Claypool of the band Primus. An angler since he was a kid, Les - who has celebrated his favorite sport in such songs as "John The Fisherman" and "Fish On" - has grown up to be an equal-opportunity rod & reeler. "I fly fish, and I have a pond on my property that I bass fish in," he explains, "but I also like going out for tuna, or going salmon fishing in the ocean." Unfortunately, America's highways are full of a lot more gas stations than fish, which makes it difficult for Les to pursue his other hobby while Primus are touring.

But Les recently had the chance to do a bit of back seat angling while on the Family Values Tour when he got to try *Sega Bass Fishing* on the Sega Dreamcast. Though he's the only member of the band who enjoys the sport for real, Les quickly found himself having to share the virtual kind with drummer Bryan "Brain" Mantia, who, having never been interested in fishing before, actually stayed up until four in the morning playing it, and says he's interested in going after a couple of the scaly bastards for real. Even guitarist Larry "Ler" LaLonde, who hates fishing, played a couple rounds.

Even so, it seemed rather telling when, just a few hours before hitting the stage in San Antonio, Les was still playing with the Dreamcast, but was now taking on the boxers of *Ready 2 Rumble*.

**So how did the game stack up for you?**

It was good, it's a fun game. We've actually been back here playing it quite a bit. The graphics were really good, in terms of the fish biting and watching the lures, that was pretty interesting.

**Did you think it's realistic?**

In some ways. The way the lures move through the water was good, but they go right through snags.

**Do you feel, though, that someone who's never fished before could play this game and then go out and really fish?**

Go out and really fish? Probably not. You could learn a bit about how various lures work and what they do. But like Brain sat down and was playing, and he's never

**Name:** Les Claypool

**Years as a Gamer:**

I don't play video games, hardly at all.

**Years as a Fisherman:**

All my life.

**Biggest fish ever**

**caught:** Probably a 60-some-odd pound sturgeon.

**Biggest fish caught in**

**game:** 18 pounds, 2 ounces

**Favorite place to fish:**

Pacific Ocean

**"Brian sat down and was playing, and he's never fished before, and he was doing pretty good."**







as I would like to see. We've been playing the game for two days, and now we're kind of like, "Oh." We've taken it far, and gone to all the places you can fish, caught some of the biggest fish. Not *the* biggest, but some of the biggest. I would like to see another level. It's good for people who are just starting, because it's fairly easy, but I would like to see it escalate a little more, get a little more difficult.

I've actually played with one of those hand-held fishing games, and in some ways, I liked that better. It had more places to fish and had things like warm waters and overcast days.

**How do you think the Arcade mode compares to the Original mode?**

Well, in Original mode you can do tournaments and stuff, Arcade mode you just play. So it depends on how much time you want to kill. Arcade mode is a little quicker. It's like you're dropping quarters.

**So Brain was kicking the most ass at this?**

Well, he wasn't kickin' ass, he just caught the biggest fish. He got 18 pounds, 9 ounces, I got 18 pounds, 2 ounces. But he doesn't know anything about fishing, and he picked it up pretty quick.

**What about the music in the game?**

It was just *terrible*. It totally didn't fit the game at all. That's the one thing I didn't like about it, the music. It just didn't fit. We could've done better music.

**What would you have done?**

Maybe something like "De Anza Jig" [from *Tales From The Punchbowl*] something with banjos.

**Finally, you've written a couple of song about fishing. Think you'll write one about a fishing video game?**

Ah, no [laughs]. ☺

Primus' new album is called *AntiPop*.

fished before, and he was doing pretty good. In fact, he has the record for the biggest fish, about 18 pounds.

**As someone who doesn't play video games, were you also able to pick it up pretty quick?**

It's a pretty simple game, it's pretty cut and dry. There's not a lot to the booklet. I just flipped through it. *Ready 2 Rumble* has a much bigger book than that one. It's not nearly as complicated as *NFL2K* or anything like that.

**What did you think of the fishing controller?**

Well, I didn't try playing with the other one, but I imagine it's easier.

**But did it make you feel like you were really re-**

**laxing down by a lake and fishing?**

Yeah, a little. It shakes a bit when you catch a fish, and if you reel them in too fast your line might break. I wish you could control the drag, though, and I wish you could control how far you cast.

**Was there anything you didn't like about it?**

It was a little glitchy, and a little slow sometimes.

**Was there anything about the game that you would've added or changed?**

I would've liked to see more environments to fish in, more lakes and things, and more variety like cloudy days and murky water. There's not as many environments



**NEW CLEAR FISH ON** Terry Bogard leaves the *Fatal Fury* series for the early morning calm of fishing.



QUICK REVIEWS

# Toy Story 2: Buzz Lightyear to the Rescue

■ PLATFORM PS ■ PUBLISHER Activision  
■ PLAYERS 1 ■ GENRE Adventure



**GREAT BALLS OF FIRE** Buzz faces off against this bombing robot in a hallway.

While *Toy Story 2* will sell like hotcakes, it's still nice to see that its makers didn't slack. You're Buzz Lightyear, whose mission is to save kidnapped Woody from a toy collector. Complete each level's mini-missions - assigned by Hamm and Mr. Potato Head - to collect Pizza Planet tokens. The huge, vivid, free-roaming 3D worlds make you feel like a pint-sized toy trucking around a human-size world. With smooth control, fun power-ups, and film clips, kids may be fighting back their parents to play. - AC

**Overall** ★ ★ ★ ★

# NCAA Final Four 2000

■ PLATFORM PS ■ PUBLISHER 989 Sports  
■ PLAYERS 1-8 ■ GENRE College Basketball



**DUMBSTRUCK DEFENDERS** The Huskies guard weaves through the opposition.

When you're winning games by an average margin of 145-8 on the hardest difficulty level, you know there's something wrong. Actually, there are two things wrong with *Final Four*: you can steal the ball at will, and shooting threes is easier than a White House intern. Sure, the game boasts about five gazillion teams (actually, it's 300) and all the features you can ever think to cram down the throats of the hardwood faithful, but you pay for gameplay, and that's where *Final Four* fails to deliver. College basketball fans should wait for *March Madness 2000*. *Final Four* just got taken to school. - JR

**Overall** ★ ★

# Sega Rally 2

Even without network play, *Rally* races for the victory line.

## FACT FILE

■ DEVELOPER Genki ■ PUBLISHER Sega ■ GENRE Racing ■ PLAYERS 1-2 ■ RATING E

## GAME GLANCE

- 4 Racing modes
- 1 Ten-year Championship
- 340 Course records to claim
- 20 Cars
- 17 Tracks
- 1 Network mode

When Sega showed us their link-up *Sega Rally 2* multiplayer at this year's E3, we were impressed. Our excitement waned a little when we discovered this feature has flunked into the void of Dreamcast network play delays.

But let's not dwell on this utterly miserable mistake. This arcade conversion is nothing short of eye-popping in the graphics department and an almost spot-on port-over. In fact, the differences are so miniscule, that only gaming lunatics (such as us) will notice. Bystanders don't dash back from the road, there's a little more draw-in in the distance, and the water effects are less convincing, but that's it. Oh, apart from the slowdown.

The infrequent chugging of the frame-rate is noticeable and can even affect your powersliding, but we're prepared to overlook this because the game plays so damn well.

We're pleased with a number of graphical effects, such as exhaust ignitions and realistic mud sprays on the bodywork, that have been lavished on real cars.



**MOST IMPREZIVE** Subaru's four-wheel pride and joy backfires near an Evo.



**ALL WHEEL ACTION** An older Evolution to our G7 test subject zips past a Corolla.

Aside from full car tweaking, numerous options, and same-screen head-to-head racing, there's analog accelerating, braking, and steering. This leads to races across undulating terrain with a navigator shouting directions where the control of the vehicle is exactly as you'll expect a rally car to handle. Additionally, a ten-year 40 track championship provides the extra gameplay.

We're also partial to a throaty bang, so we're pleased with a number of graphical effects, such as exhaust ignitions and realistic mud sprays on the bodywork, that have been lavished on real cars. Remember, though - this is rally racing, so you'll only pass cars one at a time.

After spectacular visuals, a tough challenge, and haven't used your Dreamcast modem? Then this is essential - until the inevitable *Sega Rally 2 Remix* gives us the online play we all desperately need.

- David Hodgson

## The Verdict

### HOW THEY COMPARE

- **SEGA RALLY 2**  
A realistic and entertaining simulation of rally racing. This is realistic and intense driving without the tediousness of arcade-style play.
- **SPEED DEVILS**  
Fantasy racing that's amusing, fast, and with numerous short-cuts.
- **TOKYO RACER**  
Challenge punks to race at night - the first racing game with energy bars.
- **MONACO GP 2**  
A realistic simulation of a sport never seen in these parts.
- **FLAG TO FLAG**  
An appalling simulation of a sport almost never seen in these parts.

### GRAPHICS

- Some background draw-in and frame-rate chug. Still, the scenery is rendered with care. Cars are superbly detailed.



### SOUND

- Music ranges from tawdry wailing J-pop to cheesy guitar. Car noise is perfect, and navigator speech is entertaining.



### CONTROL

- A little dead steering doesn't hamper the analog controls. Master powersliding, and you'll find no better car handling.



## Sega Rally 2

**PROS:** Real cars, great handling, first class track construction, a tough championship challenge, and superb visuals from start to finish.

**CONS:** Wobbling frame rates, poor music and no internet link-up play

### OVERALL

Magnificent and realistic racing with an arcade edge, but without that network connection

**4**  
OUT OF 5

★ ★ ★ ★



# Grand Theft Auto 2

Bigger and badder than before. Get out your piece and slap in a clip.

## FACT FILE

DEVELOPER DMA Design PUBLISHER Rockstar GENRE Driving/Action PLAYERS 1 RATING M

## GAME GLANCE

- 7 Gangs
- 10 Weapons
- 3 Years max prison term for firing a gun in public
- 7 Years for hurling a grenade in a public place
- 9 Years for car jacking
- 19 Years for car jacking with a gun

Shoot the hot dog vendor to get a tasty bit of free food, and when the cop comes around, torch him with the flamethrower for kicks. It's the happy-go-violent world of *Grand Theft Auto 2*, and anything goes. Once again, you're thrust into the bloody mess of organized crime, and it's better than ever.

**D**MA Design made the old-fashioned top-down 2D world of *GTA* appealing by packing it full of unsavory thugs, hookers, drugs, and plenty of cops/fodder. Missions put the player right in the thick of things. Drugs were ran, hookers were pimped, rats were whacked, and carjacking the nearest vehicle got you some wheels. Just steal a

car and do your job. Life was easy.

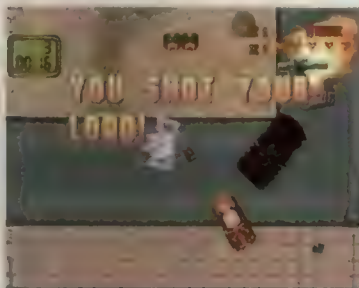
*GTA2* has kept the heart of *GTA* intact and managed to give it new reach by adding more vehicles, weapons, and gangs. Try using the fire engine to spray down the general population with water. As for weapons, the emphasis here is on crowd control. Molotov cocktails and rocket launchers have been thrown into the mix to make a fiery arsenal. You're gonna need all this — you're stuck in a seven-way gang war, and enemies are easily made.

A new game engine keeps all the chaos in order and provides crisper graphics than the original. Everything is bigger and faster, but with the top-down view limiting your field of vision, you can quickly go from hot-rodding the quarter-mile to swimming in a canal. Despite this, the pure frenzy of this game is enough to recommend it to any fan of ultraviolence.

— Ed Lewis



**911 IS A JOKE** Pigs melt like buttah before the rocket launcher as our overly perky thief gets a little too tasty with missiles.



**SQUEEZE AND RELEASE** It's easy to get a bit too excited when you're out of ammo.

## The Verdict

### HOW THEY COMPARE

#### DRIVER

Rock 'em sock 'em charges with great 3D visuals. What else do you need?

#### GRAND THEFT AUTO 2

More of what made the original great: stealin' and killin'. This is Hot Wheels play with guns — for adults only.

#### GRAND THEFT AUTO

The original run and gun game had plenty of fun and mayhem.

#### FELONY 11-75

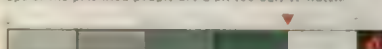
A little known title that offers the fun but lacks the polish of the big boy.

#### AUTO-DESTRUCT

Driver's concept, but graphically mediocre and AI is sorely lacking.

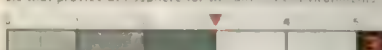
### GRAPHICS

Simple, but solid, with unimpressive explosions. The close-ups of the pixelated people are a bit too ugly to watch.



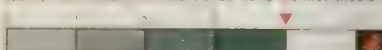
### SOUND

Sound effects sound canned. Great radio chatter and music that provide atmosphere for the different environments.



### CONTROL

Good handling for the variety of vehicles. Sports cars are appropriately zippy, and trucks chug along like they should.



## Grand Theft Auto 2

**PROS:** Stealing, driving, and killing and plenty of missions. New explosive weapons and game engine.

**CONS:** Difficult to see where you're driving. Top-down view restricts the field of vision at high speeds.

### OVERALL

Media may not run around being your friend, but with out being thrown in the stammer.

**4**

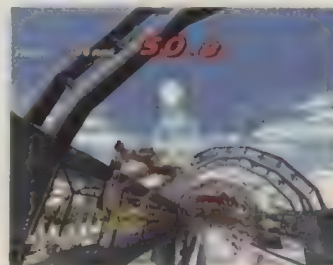
OUT OF 5

★★★★★

## QUICK REVIEWS

### Rippin' Riders

PLATFORM DC PUBLISHER Sega  
PLAYERS 1-2 GENRE Sports



**SNAUX PAUS** What's worse, the fashion sense, or the flawed gameplay?

There's an avalanche of snowboarding games and if you were to pick one on looks, *Rippin' Riders* would be your board of choice. But after the first few runs there's growing dissatisfaction. Seven tracks seems on the low side, and despite being large and littered with shortcuts, only four satisfy Factor in occasional bouts of graphic slowdown, snowboarder hang ups in corners, and uninspired stunts, and you have a game that needs more development time to become a snowboarding game rather than a snowboarding one. — RB

**Overall**

★★★

### CyberTiger

PLATFORM PS PUBLISHER EA  
PLAYERS 1-4 GENRE Sports



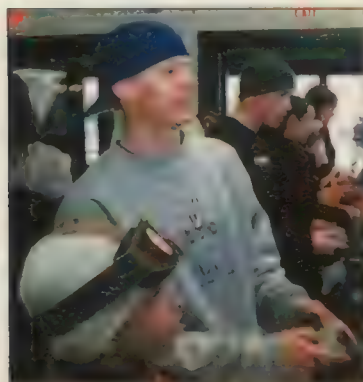
**STROKE IT** Toon Tiger shows off EA's painstaking motion capture.

Considering the way EA whiffed on *Tiger Woods 2000* last year, any gameplay change for *CyberTiger* is an improvement. A golf-on-steroids approach with 300 yard drives offers a modicum of fun, but throwing in a handful of power-ups, trick shots, and equipment upgrades doesn't guarantee a great game. Prepare for frustration if one of your shots lands near a tree, and the bizarre, terrain-warping green reader is borderline incomprehensible. *CyberTiger* is worth a few rounds, but look to *Hot Shots Golf* for a hole-in-one. — RB

**Overall**

★★★





## Gaming with Andrew Crawford

The pro boarder talks about his quest for backside disasters.

Only 21, Andrew Crawford has already traveled the world, competed in top snowboarding competitions, and had his likeness recreated in a video game. We caught up with Andrew on a rare day when he wasn't chasing after fresh powder.

**How were you involved in the project?**

I was sitting at my house and I got a call from Sony. So, I pretty much threw down the phone and ran around the house a few times. Then, when I caught my breath, I said, "OK, I think we can do that." I was super, super stoked.

**Did they capture your style?**

Yes, I was so stoked when I saw it. Even the clothes are exactly the same. It was incredible.

**Where is your favorite place in the world to ride?**

Probably Switzerland, just because the mountains are so huge. You're like in this little, little valley and everywhere around you are just these incredible mountains.

**What's the one trick you've never been able to pull off?**

It's called a backside disaster off a handrail. Basically, you jump over the handrail and turn your body to the right in the air so that you're kind of going backwards down the rail. Then you land on the rail going backwards and try to come off of it going forward.

**You can't do that!?**

No. But hopefully I'll get it.

# Cool Boarders 4

Snowboarding games — scientific proof that cloning has been perfected.

## FACT FILE

DEVELOPER Idol Minds PUBLISHER 989 Sports GENRE Sports PLAYERS 1-4 RATING Everyone

## GAME GLANCE

- 16 Top pro snowboarders
- 34 Brand-name boards
- 34 New courses
- 5 New mountains
- 360 Degree replay

**Plant on the half pipe and grab the method melons before you faceplant the sugar! We talk dirty, and talk snowboarding.**

The key to any snowboarding game is in the tricks and stunts. You forgive such unrealistic touches as jumps that could potentially put you into a low Earth orbit because for most people, this is the closest you're going to get to death defying flips, twists, and combos.

Based on that criterion, *Cool Boarders 4* succeeds because it offers fun, entertaining, and easily executable airborne action. Adequate controls let you pull off pretty elaborate tricks with just a flick of a directional stick and a button push. The game also moves at a nice clip, so even straightforward downhill racing is entertaining.

*Cool Boarders 4* boasts an impressive number of tracks with enough obstacles and hidden paths

The game boasts an impressive number of tracks with enough obstacles and hidden paths to keep multiple runs from getting tedious.



**RACE PLANT** Pull big-air stunts during races, but land on your feet, not your face.



**BOARD BASH** Get physical by bashing any opponents who wander too close.

to keep it from getting tedious. It doesn't hurt that the game's graphics look sharp with fluidly animated characters. The only time the game looks substandard is when you venture too close to a tree or building and get a face full of those familiar PlayStation pixels.

New to the game are real-life elements like actual pro riders and authentic boards. While fans of the real sport will welcome this, they're just window dressing if you're here for gameplay.

Overall, *Cool Boarders 4* offers everything you demand from a snowboarding game. But a few years from now, most people will be hard pressed to remember anything that distinguishes *Cool Boarders 4*, from 3, or the inevitable 5. But since there's no PlayStation snowboarding game that's markedly better, *Cool Boarders 4* is worth a few runs down the mountain.

— Roger Burchill

## The Verdict

### HOW THEY COMPARE

#### XGAMES PRO

More tricks, more moves, and more fun than most. Your recommended boarder.

#### COOL BOARDERS 4

Nothing of the sort. It's a solid boarder, but the controls are a bit off, and the game needs a little innovation.

#### MTV SNOWBOARDING

This game is to snowboarding as *The Real World* is to real life.

#### TRICK 'N SNOW

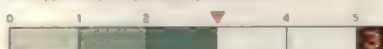
Capcom boarder surprises us — it still lives up to the survival horror moniker.

#### BIG AIR

Airball... airball... a game that offers nothing but air.

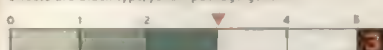
### GRAPHICS

■ Crisp, sharp, and relatively attractive, until you run into a tree apparently comprised of giant bricks.



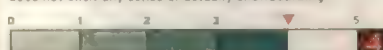
### SOUND

■ Music by Dirty Hands is fittingly frenetic, but the sound effects are black type/yellow package generic.



### CONTROL

■ Control is forgiving, and tricks come easily, but the setup does not elicit any sense of actually snowboarding.



## Cool Boarders 4

**PROS:** Lots of trails, tricks, and trees that are merely ugly — not deadly like real snowboarding.

**CONS:** Cookie cutter game design. The most memorable aspect of CB4, is that it comes between CB3 and CB5.

### OVERALL

In the veritable avalanche of snowboarding games, *Cool Boarders 4* is just another snowflake.

**3**  
OUT OF 5





# NBA Live 2000

The most complete basketball game of the season. *Live* will never die!

## FACT FILE

DEVELOPER NuFX PUBLISHER EA Sports GENRE Basketball PLAYERS 1-8 RATING E

## GAME GLANCE

- 29 NBA teams
- 5 All-Decade teams
- 70 Basketball legends
- 4 Custom teams
- 3-point Shootout
- One-on-one
- 1 Michael Jordan



Ever since *Lakers vs. Celtics* on the Sega Genesis, EA Sports has been spitting out innovative basketball games that have stretched the boundaries of virtual hoops. They were the first to give players signature moves. The first to add facial expressions during gameplay. And this year, they're the first to reclaim Michael Jordan to the land of video games.

**E**A Sports' *NBA Live* series has always offered some of the smoothest playing basketball games available, and *NBA Live 2000* is no different. The game just offers so much depth in terms of gameplay and options that it will keep basketball fans playing long



**BE LIKE MIKE** Latrell Sprewell takes Jordan to the hoop in a game of one-on-one.

after the NBA season has ended.

What sets *Live* apart from other basketball titles is its inclusion of not only five-on-five games, but a one-on-one outdoor challenge where you can play any two players in the league against each other. This option would be great if it just featured the 1999 NBA rosters, but the game also includes 60 of the greatest basketball players of all time, including Michael Jordan and Dr. J. You can also draft the Hall of Famers into current NBA teams to bolster your favorite squad's lineup. Clippers fans tired of losing can now add Wilt Chamberlain and Bill Russell to their team to finally give them an edge – unless, of course, their opposition features Magic and Bird. But that's exactly what makes *Live* so remarkable: It gives basketball fans endless matchups to play around with and the spectacular gameplay to match.

– Jon Robinson



**PISTOL FIRING** *Live* features a slew of NBA legends, including the sharp-shooting Pistol Pete Maravich.

## QUICK REVIEWS

### NBA Live 2000

■ PLATFORM N64 ■ PUBLISHER EA Sports  
■ PLAYERS 1-4 ■ GENRE Basketball



**TAKING FLIGHT** J.R. Rider of the Hawks soars to the rim in Arcade mode.

It seems like every season, the PlayStation version of *NBA Live* takes a step forward in development, while the N64 version scurries to incorporate features that were seen in the previous year's PlayStation game. Once again, this is the case for *NBA Live 2000*. The N64 game's engaging, but the PlayStation edition's just so much better.

*Live* does feature the spectacular one-on-one games that help make the PlayStation version a winner. What's missing however, are all the NBA legends. Yes, Michael Jordan's in the game, but as far as old timers go, that's it. One-on-one is still a cool feature, but once you play Kevin Garnet vs. Jerry West, do you really want to be left playing Luc Longley vs. Chris Dudley?

*NBA Live 2000* does offer the most realistic game of five-on-five hoops available for the N64, but even then, the gameplay doesn't quite match the overall spectacular standard set by *NBA Live 2000* for the PlayStation. A great game...if you only own an N64.

– Jon Robinson

Overall

★★★★



**LEAN ON ME** Gary Payton shoots a leaver in the face of Michael Jordan.

## The Verdict

### HOW THEY COMPARE

#### ■ NBA LIVE 2000

The premier PlayStation basketball game. No one else can match the depth of gameplay or features.

#### ■ NBA LIVE '99

Still a fantastic game of hoops. The first to include facial expressions.

#### ■ NBA SHOOTOUT '98

Whatever happened to *ShootOut*? 1997. Oh well. Blocking dunks in '98 was fun.

#### ■ NBA IN THE ZONE 2

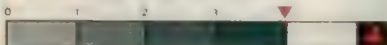
Slow, boring game developed by a crew who probably never attended a game.

#### ■ NBA 2000

Pitiful, painful game that looks more like a title for sale in '95 than '99.

### GRAPHICS

■ The old-timers feature short shorts and hairstyles popular back in the day, like afros and crewcuts.



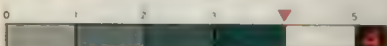
### SOUND

■ Soundtrack includes *Naughty by Nature* and *Run DMC*, but you can't listen to songs during gameplay.



### CONTROL

■ Simple controls enable you to react quickly, although there aren't enough moves with the ball.



## NBA Live 2000

**PROS:** Basketball legends, one-on-one games, signature player moves like Reggie Miller's fadeaway.

**CONS:** No slam dunk contest. Difficult to look at after playing *NBA 2K* on Dreamcast.

### OVERALL

A perennial PlayStation power. *Live* doesn't disappoint. Legends only add to legendary gameplay.

**5**  
OUT OF 5





# PUT UP YER DUKES

When **James Best** isn't chasing those Duke boys as **Rosco P. Coltrane**, he's laying down the law in stealth espionage video games. David Hodgson cuffs 'em and stuffs 'em.

He may have worked with Bogart, directed Burt Reynolds, and discovered Gary Busey, but James Best is best known for being the worst sheriff in all Hazzard County. Now he provides the manic overtones to the police chase portions of the new *Dukes of Hazzard* video game. But that's not the only game in town for Jimmy, as he spends his time painting, fishing... and playing video games. "I play *Rainbow Six* on the internet against my fans" he enthuses, "I'm very much into combat."

**So you're a video game connoisseur?**

Oh yes. What's wonderful about gaming is it's young people with young ideas. Hollywood is reverting back to what worked before 40 years ago, but all these games are coming out that allow young folk to use their creativity and ideas. In fact, the *Dukes of Hazzard* game should have been a script for the show - might have been better than what we had on the air....

**How was it doing the voice-overs?**

Very easy, SouthPeak were more equipped than Warner Brothers [laughs], they were serious about the games and so am I.

**What type of games do you enjoy?**

I'm into the combat, man-against-man. I







**Age:** 73

**Years as a Gamer:** 29

**Hobbies:** Fishing, video games, writing, painting  
**Number of television shows:** 600

**Number of movies:** 83

**Number of Dukes of Hazzard episodes:** 153

**Favorite Movie:**

*Firecreek* (Jimmy Stewart and Henry Fonda), *Left-handed Gun* (with Paul Newman)

**Favorite Music:** Classical, Frank Sinatra

**Latest Rosco work:**

Voice of Rosco in SouthPeak interactive's *Dukes of Hazzard: Race for Home*

**Latest non-Rosco work:**

Horror movie called *Deathmask*

**Website:**

[www.jamesbest.com](http://www.jamesbest.com) - where t-shirts, paintings, and challenges to play *Rainbow Six* online can be acquired.

play *Rainbow Six* with my fans. I love it, it's like a grown-up hide-and-go-seek.

**So people can go online and challenge you?**

Yes, you see I'm an artist and I paint, and I'll have combat games and the ones who win will get a print of my paintings. So there's an incentive to beat my tush.

**When did you start playing video games?**

With *Pong*. *Tomb Raider* I like very much, but I go way back to *Donkey Kong* and *Pac-Man*. That's why I love the character Rosco. I hope I never change. I'm 73 now and games keep me vital, my mind stimulated, and is good for my coordination.

**Does your military training help your gaming?**

After World War II, I went into the military police and we were in Germany. It was a very rough at that time. There were Werewolf gangs, young teenage Germans that were still carrying on the war against the G.I.s. And so I had quite a bit of shoot-outs, we were like a SWAT team going in. We'd knock the door down and confiscate black market materials. What's wonderful about *Rainbow Six* - they shoot back but I don't bleed - is it's more about strategy.

**What did you think of your rendered self?**

[adopts Rosco voice] Khee hee hee! He's really aggressive in the game. I wish I could've been more like that on the show.

**Any memorable stunts in the Dukes of Hazzard?**

There was one time that I was nearly killed, and so was Cletus. The two patrol cars went up on two wheels and we locked together that way, and I was crawling in and out of the windows hitting at him with my hat for the horrendous crash. And they said "cut," and we got out and we got up on top of the cars. Just as we got clear, the cars fell, and where our heads had been, I saw bent steel metal and glass

breaking - it would have cut our heads off.

**How many cop cars did you go through?**

Over 300 police cars. We had two garages working at all times. We'd crash them on one side and crash them on the other and if there was anything left, we'd jump them. You'll notice that I climbed trees in mine. Everybody said I was a bad driver, I said, "No, no, I was squirrel hunting."

**What's a weird place you ended up after a chase?**

In a car wash - Boss Hogg and I are on bicycles and cops chase us through the car wash. Then we end up crashing through a sound stage and into a harem. Which wasn't bad at all now I come to think of it.

**What's your favorite non-Rosco role?**

Well, the meanest man I played was with William DeVine and Tommy Lee Jones, and I played a heavy that grinds William DeVine's arm off in a garbage disposal. That's about as mean as you can get!

**Didn't you discover Gary Busey? So you're indirectly responsible for Shasta McNasty?**

Gary was my acting student. Gary brought Jake down to study with me. Gary's wild, he'll always be a wild man, but I love him.

**Do you think Burt Reynolds was robbed on Oscar night for his role in Boogie Nights?**

No. *Boogie Nights* was a piece of s—.

What a piece of trash. I always told Burt, "You should have been a southern James Bond," and I still think so. Burt is very dynamic and a helluva nice guy when he's nice, and a terrible man when he's mad. Burt and I go back to the days the *Hawk* series and *Gunsmoke* and stuff like that.

**What about your plans for the future?**

I've been doing quite a bit of writing, and I've got a couple of ideas for a video game. I'm very creative that way, I don't know technically how to put it down, but I talk to a lot of fans who play games, and I think I've got the hand on the pulse on what gamers would like to see, and I think I'm creative enough to come up with a couple of games that would be very entertaining and very exciting. **E**



**BUMPKIN PIE** While Daisy tries out for *Charlie's Angels*, the Dukes hide Coy and Vance in a shed.

Photographs by Rajat Ghosh, Fred Sabine / Shooting Star





**DONKEY KONG 64**

**\$55<sup>65</sup>**



# THE BEAST FOR THE LEAST.



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## CHEATS &amp; TIPS

## PLASTIC PISTOL POWER

## Army Men:

Sarge's Heroes (N64)

## All Weapons

For all weapons, enter the password NSRLS.



## Full Ammo

MMLVSRM.

## Mini Mode

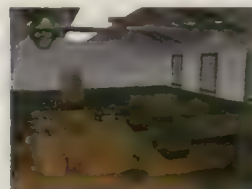
DRVLLVSM.

## Play as Plastro

PLSTRLSVG.

## Play as Tin Soldier

TNSLDRS.



## Play as Vikki

GRNGRLRX.

## Escape

Hold R, L, and C-Down and you will teleport to where you started.

## CHEATERS NEVER DIE

## ASTEROIDS (GBC)

## Cheat Menu

Enter CHEATONX as a password to enable the cheat menu. When using cheat mode, press select during game for cheat menu:

Up+Down selects the Level  
Left+Right selects the Zone  
A button selects invincibility (OOI=invincible)

Select returns to game

## Unlock Classic Asteroids

Enter ORTREATR at the password screen.

## Unlock Excalibur ship

Enter PROJECTX at the password screen.

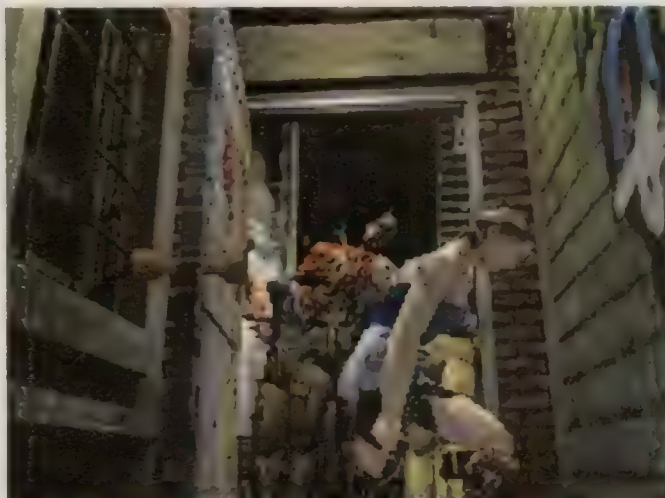
## F-- THE POLICE

## DRIVER (PS)

Enter these codes at the main menu. If you entered them correctly, you will hear a sound and the code will be unlocked

# Evil has a new game....

After her harrowing experience in Resident Evil 1 you would think Jill Valentine would be entitled to put her feet up. However, her nightmare is only just beginning....



**VALENTINE'S DAY MASSACRE** Jill's not going to take it anymore. But she's going to need your guidance and this walkthrough to make it through unscathed.

## THE WAREHOUSE

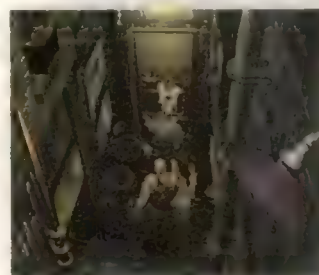
At the start of the game you'll find Jill on the run from several Zombies. Walk forward along the alley and use the dodging move to evade the Zombie ahead. Carry on to the end of the alley and climb up on the box. You'll then see a cut scene of Jill being cornered by a hoards of the undead. After a close couple of moments, you'll smash through a Warehouse door. Talk to the scared man, then head around the to the far side of the ground floor where you'll find some Bullets. Climb the steps and follow the catwalk to the left where you'll come to a save room with two packs of Powder A, Ink Ribbons, and the Warehouse Key. Stash anything you don't want in the crate and return to



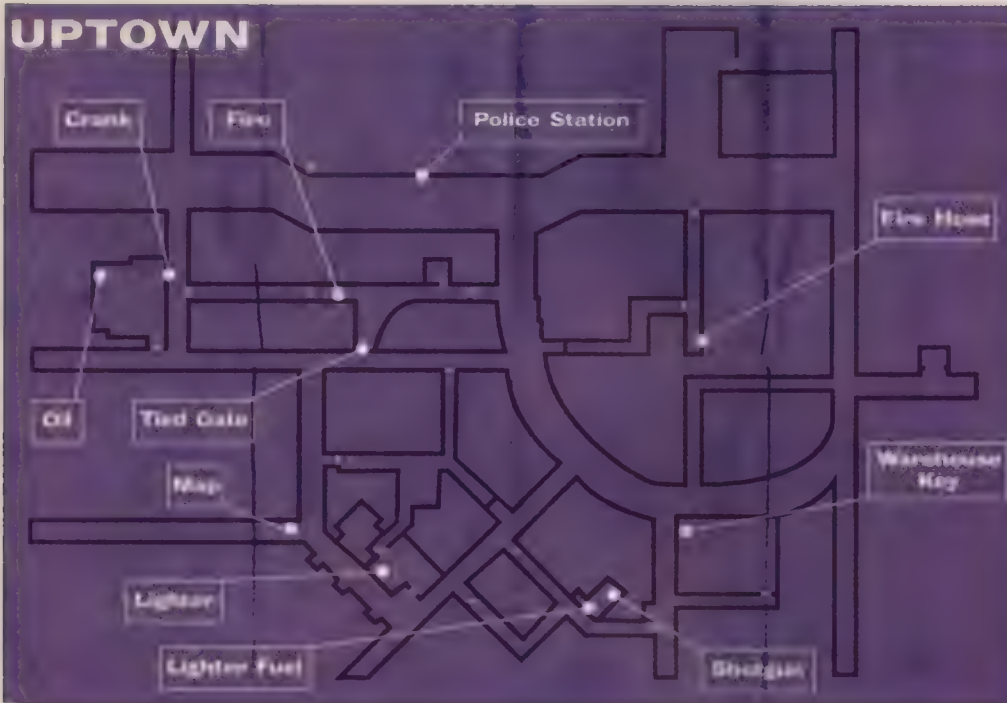
the catwalk. On the far side you'll find the Warehouse door.

## UPTOWN

Head down the alley and through the next door, then head right down the street and around the corner. Wait for the Zombies behind you to follow then shoot the red barrel when they get close. Carry on around the street and take the far door on the left. Walk along this alley and try the door on your left. Zombies will then burst out at you. Take out the Zombies and enter the door they came through. Walk down the steps and grab the Lighter Fuel, then grab the Shotgun from the dead cop before heading back up the steps.







Run down the alley opposite the door, collecting the Green Herbs as you go, then go through the door at the end. In the next street blast the Zombies, then follow the road around to the right. Down the steps on your right you'll find the door to the bar, but you won't be able to enter it from this side. Carry on down the street. The next door on the right leads to the boutique.



This room is not available until you've completed the game and will allow you to change costumes in subsequent games. Further down the street you'll notice that the street turns slightly off to the right. Climb up on the box where the street turns and grab the Uptown map off the wall. You can also walk up the fire escape ladder where you'll find two Green Herbs at the top.

The Uptown part of the game is your starting area and will contain many of the items you'll need to progress through the game. Although your objective is to make it through to the Downtown area and escape you'll need to return to the Uptown section frequently throughout the first half of the game. Refer back to this map to give you the locations of those all important items.

Climb back down off the crate and follow the street around until you get to get to the Zombies munching on the corpse on the floor. If you're quick you'll be able to run straight past them before they get up; otherwise you'll need to blast them. Once past the mon-



sters go through the door at the end of the street on the right. In the next alley walk forward until you can see some steps leading down into a small courtyard. There are three Zombies down here, but again you'll be able to run past them before they have a chance to grab you. Enter the door at the end of the alley on the far side of the courtyard and you'll find yourself in the bar which you passed earlier. In the bar you'll see a short cut scene showing Brad, a member of the S.T.A.R.S. Team, fending off a couple of Zombies. Grab the Picture off the bar and walk up to the cash register, where you'll find some Bullets. On the far side of the Bar near the door you'll find the Lighter.

*Continued on page 150*

## CHEATS & TIPS

on the Cheats screen. Then go cruisin'.

### High Suspension

R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1.

### Invincibility

L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1.

### Miniature Cars

R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2.

### No Police Chases

L1, L2, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2.

### Rear Wheel Steering

R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.

### Upside-Down Screen

R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1.

### Unlock All The Cheats

To unlock all the cheats you must beat the game without using cheats and save on the last stage, which is President's Run. Once you save it and return to the menu you will have all the cheats in the Cheat Menu.

## BLAZING RACING ACTION

### HOT WHEELS (N64)

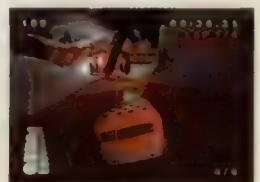
#### CHEAT CODES

To activate a cheat, highlight Options at the main menu and



enter its corresponding code below.

#### Cheat Code



#### Drive Tow Jam car

C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.

#### Mirror mode

Z, R, Z, Z, R, Z, Z, Z.

#### Race at night

C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.

*Continued on page 150*



## CHEATS & TIPS



Unlimited turbo  
C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.  
Wire-frame mode  
C-Up, Z, C-Down, C-Left, C-Up, Z, down.

## GRIDIRON'S BIGGEST BALLS

### GAMEDAY 2000 (PS)

#### Easter Eggs

Enter these codes in the Easter



Eggs menu. NOTE: all '99 codes should work with 2000  
GLOVES- Better catchers  
DAVIS - Better running backs  
HAMSTRUNG - More injuries  
BIG HITS - Defenders hit hard-  
EVEN TEAMS - All players



equal  
FLEA CIRCUS - Tiny players  
GD CHALLENGE - Extra difficulty level  
GOLIATH - Big players  
HANGTIME - Higher punts



HOME COOKING - No Home Team penalties  
JUICE - Super speed burst  
PENCILS - Tall, skinny players  
PISTON - Super stiff arm  
STAMINA - Players don't tire  
STEEL LEG - Long field goals  
SWIMMERS - Swim move  
juiced

Continued from page 149

Combine this with the Lighter Fuel and you'll clear a space in your backpack. Unlock the door near the Lighter, then head back through the bar the way you came. Run back up the steps in the courtyard and turn right at the top, then turn left and enter the door at the end. In the next alley walk forward - a whole load of Zombies will burst through the blockade at the end. Wait for them to get close to the red barrel, then blast it. Finish any remaining Zombies with your Handgun and walk up to the door on the right at the end. The door is tied up with rope, so use your Lighter and you'll burn the rope allowing you to pass through.



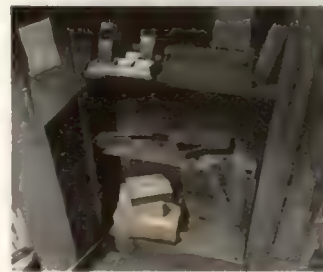
Run down the street, past the Dogs and through the far door. If you need one there is a save room on the left containing a Powder A and B. In the next street head left and enter the gates leading to the Police Station. You'll now meet Nemesis for the first time. You'll get the choice to fight him or run away; it's best at this point to run away. If you stay and fight, ignore Nemesis and run for Brad. Grab his wallet and run into the Police Station - his wallet will give you his S.T.A.R.S Card. Inside the Police Station grab the three Green Herbs on the left, the Bullets from the desk, and



the Map next to the computer.

## THE POLICE STATION

Enter the next room and blast the three Zombies, then enter the office at the back where you'll find Marvin's report and some Shogun Shells. Collect the items and enter the next room, the evidence room. Grab the Blue Gem from the locker and head through the far door. You'll find several Zombies in the next corridor, so have your Shotgun in hand. Enter the save room and grab the Powder A, then head around the corridor and into the briefing room to find Jill's S.T.A.R.S Card and a few Ink Ribbons. There will be several Zombies or Dogs in the corridor so make sure you have a weapon equipped. If you carry on around the corner you'll find two Red Herbs. With Jill's S.T.A.R.S Card return to the computer terminal where you got the Map and use it to get the code for the second drawer in the evidence room. The code does change so you'll need to check it. In the second drawer you'll find the Emblem Key; grab it and head up the stairs to the second floor. Use the Emblem Key on the S.T.A.R.S Office door where you'll find the Lockpic, some Ammo, a First Aid Spray, and either the Magnum or Grenade



Launcher. Head back out of the S.T.A.R.S Office and back down stairs where you'll see Nemesis jump through the window. You can now either fight him or run. Again, it's probably best to run for it. Head back through the various rooms and back out onto the street.

## UPTOWN

Head back around the street. However, instead of returning

**Lesson 1:**  
**Conserve ammunition, but only when playing the game in hard mode.**

## GAME DATA

### Herbs

Green Herbs will give you extra health, you can increase their potency by mixing them together.  
Blue Herbs will cure all forms of poison. You only need one to cure any infection, but you can mix them with Green Herbs to gain extra health at the same time.  
Red Herbs can be mixed with Green Herbs seriously increasing their potency, a Red and Green Herb Mix is the same as mixing three Green Herbs.

### Nemesis Items

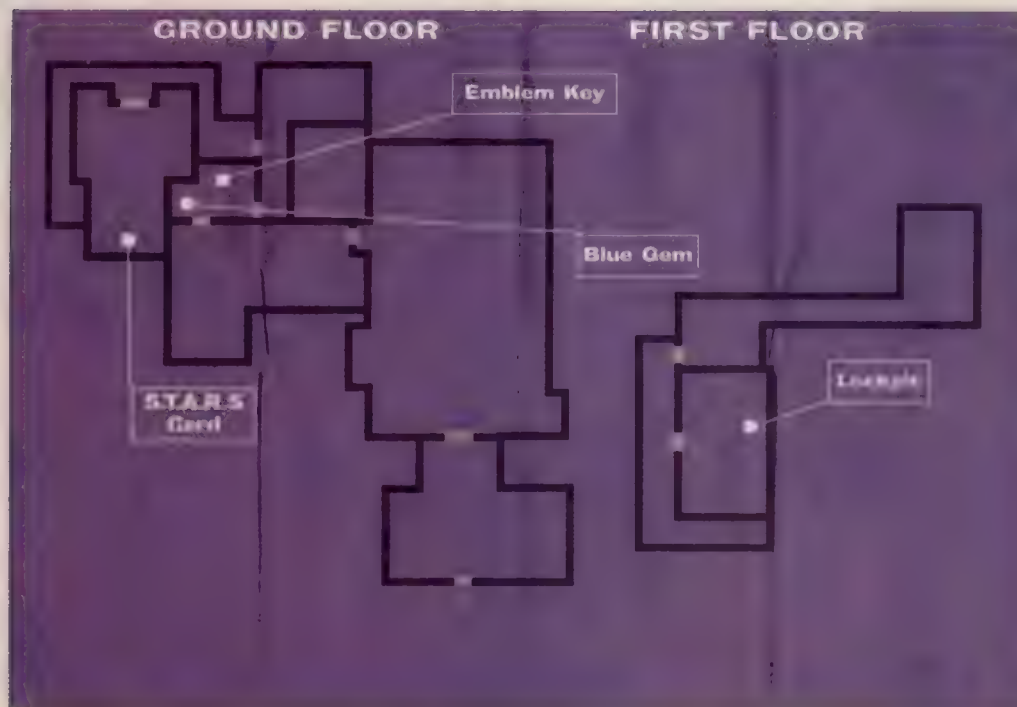
Each time you fight Nemesis and defeat him you'll be rewarded with an item from his body. Often it's not practical to kill him, but if you don't you won't get all the weapons. When his blood turns purple you know you've defeated him, then all you need to do is search him.

First Encounter	Eagle Parts A
Second Encounter	Eagle Parts B
Third Encounter	First Aid Sprays
Fourth Encounter	Assault Rifle Parts A
Fifth Encounter	Assault Rifle Parts B
Sixth Encounter	Pack of First Sprays
Seventh Encounter	Unlimited Ammo

### Extra Costumes

After completing the game you'll find the Boutique Key during play. For each ranking you get you'll then find a subsequent costume available in the Boutique.





to the alley with the Dogs and fire, head straight on. Use the Lockpic on the door at the end and follow the alley around. Quickly grab the ammo and the Diary from the dead Mercenary, then carry on to the next section. Turn to the right and you'll find a Fire Hose which you can't get off the wall yet. Head the other way down the alley and grab the Herbs at the end. There are three Dogs running around. Take them out with your Handgun and walk up to the dead body on the floor. Search him and you'll find some Powder B. Enter the Garage where you'll find two more Dogs. Again blast them with your Handgun and walk up to the sparking engine and grab the Cable.

## DOWNTOWN

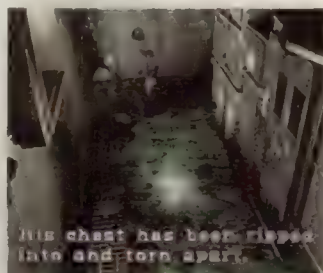


On the far side will be the Downtown section of the city. Shoot the Dogs and run around to the next door. In this next corridor you'll see a short cut scene; when it's finished blast the two Blood Suckers with your Magnum or Grenade Launcher. Alternatively, you'll find there is a crate in the ceiling which you can shoot down onto the Blood Suckers. Grab the Map off the wall and take the next left. Go through the door at the end and take the door opposite you just off to the left. Run down the alley and ignore the path leading off to the left halfway down. Take out the five Zombies in this street and enter the back door to the restaurant at the end. Turn left inside and walk up to the cupboard at the end where you'll find a Fire Hook. Follow

the corridor around until your come to the hatch in the floor, then use the Fire Hook to lift it. At this point you'll see a cut scene and meet Carlos. Unfortunately Nemesis will appear and break up the party. Choose to hide in the kitchen and Jill will throw the lamp, causing an explosion and knocking him out. Search his body and find some weapons add-ons. Climb down the ladder, and at the bottom you'll sometimes find the second Gem. Climb back up the ladder and Nemesis will have woken up. At this point it's best to run.

Run out of the restaurant and head for the path leading off halfway down the alley to the backdoor of the restaurant. Save your in the save room off to the right down this alley,

*Continued on page 152*



## CHEATS & TIPS

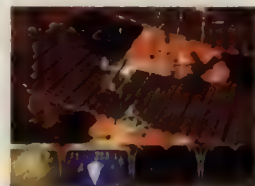
**CREDITS** - View credits.  
**WooHoo!**  
**COFFEE BREAK** - Speed juiced  
**989SPORTS** - Play as the 989 Studios staff  
**BIG BALLS** - Big football  
**PRESIDENTS** - Have name of presidents

## SWORDS AND SORCERY

### GAUNTLET LEGENDS

**Permanent Halo**

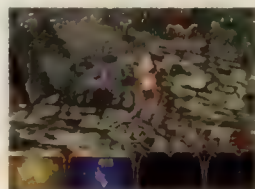
Get all the rune stones and



then beat scorn, then you get it permanently.

### Play as The Falconess

To get the secret character The Falconess, which has the same turbo attacks as the Valkyrie, go to the Bonus Stage in the Castle World. Get 50 of the coins there and then you can



select The Falconess from the Character Select screen.

### Play as The Jackal

Play through the second level of the ice world. At the end, on top of the pile of crates, there is a trapdoor at a dead end. The trapdoor is found by climb-



ing the slanted crates to the top, then circle around until you get a chance to go back down. From there, climb the other set of slanted crates, located before the exit, and standing atop the trapdoor. Inside the door, collect 50 tokens to unlock The Jackal, a more powerful form of the

*Continued on page 152*



## CHEATS & TIPS



Wizard.

### Play as the Minotaur

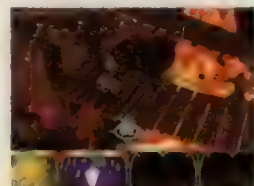
In the fourth mountain level, find every switch and then go to the area with the exit. Instead of going through the exit, stand on the door with the skull on it. Inside the bonus round, collect 50 coins. When time runs out you can now play as the Minotaur.

### Play as the Summoner

Get all of the shards and beat the first Scorn. Let the doors open and go to the first area. When you get to the exit, go to the left and follow the wall. You will find the gate. Get 50 Summoner coins in the area. It will be hard to see, because you only have a small light radius, so follow the path.

### Play as the Tigress

You will have to go to the first town level. Find all the main switches and head to the portal. When you reach the portal, backtrack a little bit until you reach a hill with a chest, a switch, and Death on it. Avoid Death and hit the switch. Head in the position the switch is pointing and you will be lead to some zombies and the trap door. Stand on the trap door and collect 50 coins to unlock



the Tigress.

### Turn Poison Apples to Good Apples

If you find one of those evil poison granny smith apples you can turn it into a regular apple



Continued from page 151

then collect the Crank and stash it in the crate, there is also some Shotgun Ammo in this room. Leave the save room, carry on along the alley, and pass through the door at the end. You'll probably still have Nemesis on your tail so keep running all the way. Quickly flip to your Map and look for the newspaper office.

## THE NEWSPAPER OFFICE

Run for the newspaper office and enter before Nemesis can catch up with you. Inside you'll find a picture of a Zombie which was scheduled for the



next issue of the paper. Walk up to the steps and push them off towards the high red switch on the wall. You'll find that you can then climb up on them and press the switch. With the power back online climb down and walk to the shutter at the back of the room and press the switch on the right. Head up the stairs and get ready for a jump as the glass in the door breaks. Follow the stairs to the top where you'll find another door to pass through. Enter the press office at the end of the corridor and blast the Zombie Reporter. On the end of the far desk you'll find another photo. You'll also find two Powder A packs. If you didn't find the

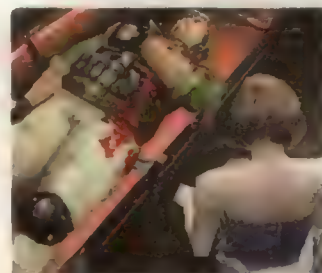
Green Gem in the restaurant basement you'll find it in this office, and if you didn't meet Carlos earlier in the restaurant you'll meet him now. When you leave the office you'll meet Nemesis again, so quickly run past him and you'll escape.

## DOWNTOWN

Return to the save room on the way to the restaurant to grab the Crank and the other Gem. Head back to the street leading back to the newspaper office and run up to the locked door



opposite the door you entered the street through. Walk up to the clock puzzle and use the two Gems to unlock the gates, then enter the door. Run down the next alley and ignore the locked door on your right. After a while you'll come to a Y-junction. Take the right route and enter the door at the end. Follow the path around the damaged cars and you'll come to a shutter door blocking the way to a garage. Use the Crank; however, unfortunately it'll break. Head back to the Y-junction and take the left route this time. Follow this route past the Zombies and Dogs until you come to boxes blocking your path. Climb up and over these boxes where you'll find another Dog to avoid or shoot. Turn right and run to the end of the cable car where you'll find a



## Lesson 2: Be methodical when searching for items and clues - they always follow a logical path.

## GAME DATA

### Ammo

As well as finding clips, you'll also find two types of ammo. The first is the standard type, which is found in the first two standard types of ammo. However, you can also find a special type of ammo. This is the 'Mystery' ammo, which is found in the first two standard types of ammo. The 'Mystery' ammo is found in the first two standard types of ammo. The 'Mystery' ammo is found in the first two standard types of ammo.

### A = Handgun Rounds

### B = Shotgun Rounds

### C = Grenade Rounds

### A+C = Fire Rounds

### B+C = Acid Rounds

### C+C = Ice Rounds

### C+C+C = Magnum Bullets

The more you make a particular type of ammo, the better you'll become at making them. This means you'll be able to make more of them.

### One-shot Kill

With all the weapons except the Handgun you'll find you can kill Zombies with a single shot. Wait for them to get close and aim upwards, the Zombies will be shot in the head and they'll die. This is a one-shot kill. This is a one-shot kill. This is a one-shot kill.

### Use the Scenery

Use the R2 button to aim at areas of the background which will cause explosions. Often, blasting these at the right moment will allow you to take out whole hordes of Zombies with a single bullet.



door letting you onboard. Grab the Mechanic's Memo. Look at the damage to the circuits – you'll find you need another Fuse, some replacement Cable and some Mixed Oil. Enter the back cabin of the tram and you'll see another cut scene of Carlos and his Sergeant. After a brief discussion Carlos will give you a Backpack allowing you to carry an additional two items. On the seat at the back of the carriage you'll find a Wrench. Collect this item and leave the cable car.

### THE GARAGE

Once back outside make your way back to the Y-junction which you arrived at earlier. Head down the route leading to the garage and walk up to the snapped Crank in the wall. Use the Wrench on the snapped

Crank and you'll slowly open the door allowing you to enter the garage. Once inside you'll speak to Carlos again. After a brief conversation he'll then go outside and fight the approaching Zombies. Grab the Powder A from the table and the First Aid Spray from the shelves at the back. Opposite the cash register is an electronic lock. Walk up to it and randomly press the buttons until you've lit all three of the red lights you'll then be rewarded with a half-full Fuel Can. Try and leave, however, and before you make it back you'll start a fire and the garage will explode. Talk to Carlos outside and head back to the save room near the restaurant. On the way back several Zombies will burst out and attack you. Run past them for now but remember this

location. Drop any unneeded items such as the Fuel Can but keep the Wrench as you'll need it. Once you've done this make your way back to the uptown area.

### UPTOWN

Make your way to the Fire Hose and use the Wrench to pull it off the wall, then return to the warehouse at the very start of the game. As you approach you'll see a girl run off. When you find her she'll have been killed. Enter the warehouse and grab the large pile of Ammo from the container which was



previously locked. Now that you're stocked up return to the fire blocking the alley in your current section of town. Use the Fire Hose on the hydrant

*Continued on page 154*

### CHEATS & TIPS

by using a potion. Just throw it down and make sure it's within the blast radius. This is good if you need the health and have an extra potion or two.

#### FULL-FORCE TIPS

##### JET FORCE GEMINI (N64)

###### Break Fall

Falling from high places causes your character to take damage, but you can break your fall with the help of Lupus' rocket paws or Vela and Juno's jetpacks.

###### Rainbow Blood Cheat

Collect 100 ant heads of any color to unlock the rainbow blood cheat, which can be activated from the Cheats/Options menu.

###### Jet Force Kids Cheat

Collect 200 ant heads to unlock the Jet Force Kids cheat, which can be activated from the Cheats/Options menu.

###### Ants into Pants Cheat

This cheat turns all the enemy drones into stick figures with big pants, which can be activated from the Cheats/Options menu.

###### Jetpack Tip

Another little feature not mentioned in the manual: use the C-Down button to hover in place when using the jetpacks. You'll only use half as much fuel.

###### Reach High-up Gems

In order to grab the many health gems located in seemingly unreachable areas, shoot them using your pistol or machine gun. If you hit them correctly, they will move and slide down to your level.

###### Secret Flame Thrower Ammo

If you're low on Flame Thrower ammo, look for Tribals that carry lanterns. Shoot these Tribals once (don't kill them) to make them drop their lanterns then pick them up to use the fire as Flame Thrower ammo.

###### Selective Ammo

If you're running low on ammo for the Shotgun, Pistol, or Machine Gun, select the weapon you want to refill when collecting weapons from dead enemies. This will automatically give ammo to the weapon you picked. This strategy is invaluable in keeping your Machine Gun ammo count high.

*Continued on page 154*





## CHEATS & TIPS

### VAMPIRE'S SUCK

#### LEGACY OF KAIN: SOUL REAVER (PS)

Pause the game. Then, while holding down L1 or R1, punch in one of the following codes for a number of different and mostly pleasurable effects.

##### Hurt Raziel

Left, Circle, Up, Up, Down.

##### Refill Health

Down, Circle, Up, Left, Up, Left.

##### Constrict

Down, Up, Right, Right, Circle, Up, Up, Down.

##### Aerial Reaver

X, Right, Up, Up, Triangle, Left, Left, Right, Up.

##### Kain Reaver

X, Circle, Right, Triangle, Left, Left, Right, Up.

##### Fire Reaver

Triangle, Right, Down, Circle, Up.

##### Soul Reaver

Down, Triangle, L2, Right, Right, Down, Down, Left, Triangle, Down, Right.

##### Fire Glyph

Up, Up, Right, Up, Triangle, L2, Right.

##### Force Glyph

Down, Left, Triangle, Down, Up.

##### Sound Glyph

Right, Right, Down, Circle, Up, Up, Down.

##### Stone Glyph

Down, Circle, Up, Left, Down, Right, Right.

##### Sunlight Glyph

Left, Circle, Left, Right, Right, Up, Up, Left.

##### Water Glyph

Down, Circle, Up, Down, Right.

##### Maximum Magic

Triangle, Right, Down, Right, Up, Triangle, Left.

##### Shift at Any Time

Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

##### Force

Left, Right, Circle, Left, Right, Left.

##### Upgrade Health to Next Level

Right, X, Left, Triangle, Up, Down.

### GET ON THE BUS

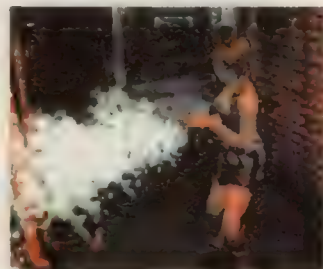
#### MADDEN 2000 (N64)

##### Always Win Coin Toss

To always win the coin toss,

Continued from page 153

and you'll extinguish the flames allowing you to pass. Pass through the next alley and collect the Crank from the floor. There are two Blood Suckers in this street so take care.



### THE SALES OFFICE

In the sales office you'll speak to the Nicholai, then use the Remote Control to gain the password for the computer. Again you'll find this changes



each time. The password will be the name of the drug on the ad. Once you have it use the computer on the desk and enter the password, the door at the back will then open. Enter the back room and grab the Ammo, then grab the Oil Additive (which you need to mix with the Fuel Can). When you try to leave this corridor you'll find a load of Zombies breaking in, shoot the two pipes on the wall to waste the Zombies, then



return to the office. You can use your new Crank to open up the shutters in the courtyard at the back of the Bar for some extra ammo. Head back to the save room near the restaurant. On the way you'll meet with the Nemesis again. Run away from him to conserve your ammunition.

### DOWNTOWN

Head back towards the garage and enter the Town Hall garden where two Zombies broke through earlier. In here you'll



find a Statue. Press the button on the statue and you'll be rewarded with the Bronze Book. Run back towards the restaurant junction but head the other way. At the end of the street is a beige section with a space for the Bronze Book. Place the book in the gap and remove the Bronze Compass next to it. Take the Compass back to the statue and place it where the Book was. The statue will then spin around and allow you access to a secret panel where you'll find a Battery.



Grab the Battery and head back towards Uptown. However, when you get to the inside corridor where you blasted two Blood Suckers earlier. Head straight on and around the corner where you'll find an elevator. Place the Battery in the



elevator control panel and use it to ride down.

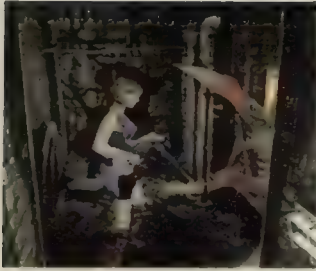
### SUB STATION

Once at the bottom of the lift head out into the street and follow it to the sub station. There are a whole load of Zombies here, so either dodge them or blast them. Inside the sub station press the control panel to activate the shutter doors, then walk up to each of the shutters. On each door is the voltage level required to open them. Walk up to the second control panel and use the red and blue switches to obtain the right levels to open the shutters. Inside the first door you'll find the last item required for the Cable Car, the Fuse. In the second room you'll find the Grenade Launcher or Magnum, depending on what you received earlier. In between opening the two shutters you'll cut to a scene of a load of Zombies trying to break in. You'll now get two options; to run away or to increase the power. Increase the power and you'll fry the Zombies, saving you the trouble and ammo needed to clear them out of the corridor. Once you have the two items head back to the save room near the restaurant and grab the Cable and Mixed Fuel Can.

### THE SEWER BOSS

On the way to the cable car you'll meet up with Nemesis again at the Y-Junction. Run past him into the next street. In the next street you'll suddenly fall through the road and drop into a sewer section. You'll then be attacked by a giant slug beast. Stand next to the tunnel leading off to the side, then back against the left wall. Select a powerful weapon and





walk to the right until the screen shakes, then walk backwards against the wall and let the slug have it. Repeat this and you'll defeat the boss. Once this has been done, press the switch at the end of the corridor and head to the far end. Press the second switch in the alcove, then press the switch on the ladder and climb.

### THE CABLE CAR

After You've defeated the boss carry on to the cable car and enter through the door near to the damaged parts. Place the Cable, the Fuse, and the Mixed Fuel in the engine, then enter the second carriage. You'll now see Carlos start up the engine, but Nemesis will have caught up with you again. Run into the carriage with the engine. You'll now see Nemesis advancing



towards you. Quickly turn around and run out of the door again. Mikhail will then blow the car and take out Nemesis. You'll now get one of two options; Which one you choose will influence where you start at the clock tower. Jump out of the window and you'll find yourself awake next to a flaming carriage.

### THE CLOCK TOWER

Walk forward into the bedroom and grab the ammo off the table. You'll then see some

flaming Zombies – turn around and blast them. Grab the Ammo from the table, then walk up to the picture hanging off the wall. Search it and you'll find the Clock Tower Key. Pass through the door to the next room where you'll find a chest and a typewriter. Use the Clock Tower Key to unlock the door to the next room where you'll meet Carlos again. After a short chat he'll give you the Freeze Rounds and run off. Grab the Grenade Rounds from the table and the Ink Ribbons in the



drawer, then walk into the large hallway via the brown door. Head out through the double doors into the courtyard where you'll find three Green and two Blue Herbs. There are also several Dogs outside, so care is required. Return through the double doors and grab the Operations Instructions and Mine Thrower from the corpse. There is also a First Aid Spray and Clock Tower Map on the table. Once you have all the items, open the double doors close to the corpse and pass through to the dining room. There are a couple of Zombies on the floor, but nothing really to bother you. Take them out and enter the next room with the grand piano. Open the locked door leading out into the courtyard. However, you don't need to go through. Instead go through the doors opposite where you'll find another save room.

### The CLOCK TOWER CONTINUED

Stash any unwanted items and walk over to the altar at the back of the room. In the cabinet on the right you'll find a second Clock Tower Key. Grab

this and head back to the main hall. Before you can reach the hall you'll be attack by a horde of Zombies bursting through the windows. You won't need to return to this location so there really is no need to take them out, but there is a lot of therapy to be had from blasting Zombies. Back in the main hall walk over to the musical box in the corner and listen to its out-of-tune melody.

### THE CLOCK TOWER - FIRST FLOOR

Run up the stairs in the main hall and follow the balcony around at the top. There are three large Spiders who'll poison you if they bite you. Use R2 to aim at the explosive point on the wall and blow them up with a single shot. There are lots of little Spiders running around on the floor, but they don't really do you any harm, so just run past them. Go through the door at the end and you'll find yourself out on a balcony. In the corner you'll find two Red Herbs. Collect them if you want, then use the Clock Tower Key 2 on the ornamental plate between the two search-lights. The key will allow you to lower a ladder and climb right up into the top of the tower itself. Once at the top, grab the Power A and the Silver Cog from the book case. There is also a set of Ink Ribbons next to the Typewriter. Opposite the Silver Cog is large Musical Box. Look at the plugs on the dial. Move the first four up and the last two down. Play the tune and you'll get the Chronos Chain (the song needs to sound in tune). Combine the Chronos Chain with the Clock Tower Key. You get the Chronos Key.

*Continued on page 156*



### CHEATS & TIPS

press Start repeatedly at the toss screen.

#### Bonus Teams

To unlock these teams, enter the desired code in the Secret Codes screen.

MOJO – All 60s teams

SIDEURNS – All 70s teams

TEAMMADDEN – All-Madden team

SCARYCLOWN – Clown team

WEARETHEGAME – EA Sports team

INTHEFUTURE – Industrials team

MICEANDMEN – Large vs.

Small team

COWBOYS – Marshall's team



SHARKATTACK – Tiburon team

#### Hidden Stadiums

To unlock these stadiums, enter the desired code in the Secret Code screen.

XMASGIFT – Antarctica

3RING – Circus

WILDWEST – Dodge City



ITSINTHEGAME – EA Sports

FAVRE DROPS THE BALL

### NFL QUARTERBACK CLUB 2000 (N64)

Flubber Ball

Enter "flbbr" in the Codes section. It will make the ball act



very strangely.

#### Fumble Mode

To get fumble mode go to Enter Cheat then type in "bttfrngs." Then fumble mode will be turned on.

*Continued on page 156*



## CHEATS & TIPS



### Injured Players

To get a heck of a lot of players injured, go to the Code screen and type in "hsptl."

### Rugby Mode

To get this code go to Enter Cheat on the Main Menu and



type in "rqby

**FAT PLAYERS RUN SLOW**

### NFL2K (DC)

#### Pump Up The Crowd

First pick a linebacker or defensive back. Then press X before



the snap.

### Quiet the Crowd Down

During a game, before you hike the ball (you have to be on offense!), press the X button and your QB will move his arms and the announcer will say, "The quarterback wants quiet on the



play."

### Slow Motion

Enter DEDMAN in the Codes screen. Then go to Game Options and change the game speed to SLOWMO. Now everything will be slower

Continued from page 155

## THE CLOCK TOWER

Climb back down the tower and you'll run into Nemesis again at the bottom. Choose to use the Cord and you'll electrocute him. He'll now be unconscious on the floor. Search him and you'll find the Eagle Parts B. Combine these back at a trunk with the Parts A and you'll have the Eagle. Head back down to the ground floor and run for the Chronos door. Nemesis will be on your tail so you need to move quickly. On the far side of the door is a Spider-filled corridor. Use the Flame Rounds on the large Spiders and you'll finish them with a single hit.

Check the corpse for some extra Grenade Rounds. In the room at the end of the corridor you'll find three clocks on the walls and three Balls on the trays of the statues.

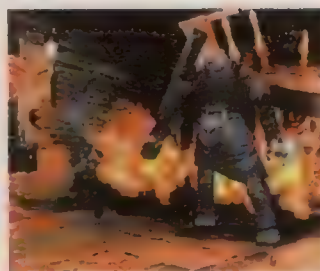
## THE CLOCK TOWER CONTINUED

Place the Crystal Ball on the tray under the clock on the left, the Obsidian Ball on the tray under the middle clock, and the Amber Ball on the tray under the clock on the right. The central clock will then open, giving you the Gold Cog. Combine the Gold and Silver Cogs, then head to the top of the Clock Tower and place the Combined Cog in the Mechanism (save your game first).



## NEMESIS

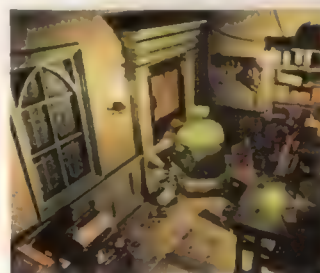
Stock up on weapons and health, then head back down to the ground floor. You'll now see a short scene of Jill's rescuers. Unfortunately they're blown out of the sky by Nemesis. Now you need to defeat Nemesis.



Fire off all fifteen rounds of the Eagle, then switch to the Magnum and fire a couple more rounds. Nemesis will then drop to the floor for a few seconds. Reload your Magnum and run away from Nemesis. As he stands up fire another Magnum Clip at him and you'll defeat him.

## THE HOSPITAL

Jill is now unconscious and you'll be playing as Carlos. Head back to the room with the three clocks. At the back of the room, push the bell blocking the door and run out into the street, then head left and follow the road around to the hospital. In the first room of the hospital, you'll need to deal



with two nasty monsters. Blast them and head through the door into the save room. You'll find a First Aid Spray near the crate. In the next room read the Diary on the dead doctor, then grab the Bullets from the locker and the Tape Recorder from the table. In the corner next to the elevator door is a Voice Lock, press the switch, then use the Tape Recorder on the door and you'll open it. Inside the elevator, press the 4F button. On the fourth floor head to the room at the end of the corridor with data written on the door. Open the door and you'll see your Sergeant taking out another

member of your team. The team member will then set off a Grenade blowing him out of the window. At the back of the office, you'll find the Sick Room Key and a Photo. Grab both the items and head back to the corridor. Walk down the corridor next to the lift and enter the first door on the right. Inside are several Snakes; a couple of quick blasts while aiming at the floor will take them out. Once the room is secure, look at the doctor and you'll find a code number written on a piece of paper. Like so many of the puzzles in the game, this number changes so you'll need to remember it.

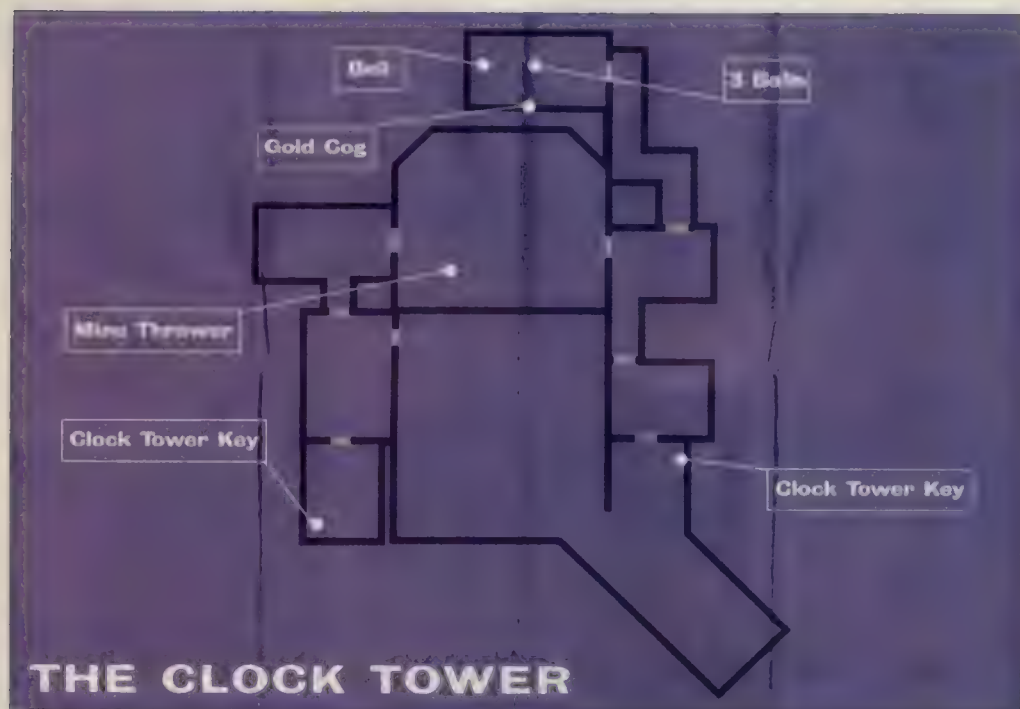
## THE HOSPITAL CONTINUED

Use the Sick Room Key to open the second door in the corridor. Inside you'll find a similar room to the last. Next to the bed there is a misplaced cabinet and floor plates in the corners. Push the cabinet over each floor plate until the picture on the

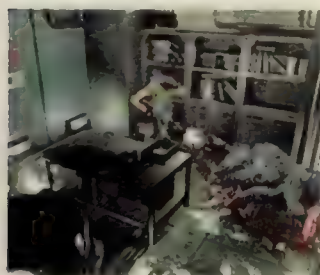


wall falls off (to reset the position leave the room and enter again), then use the code from the last room on the safe to get the Vaccine Base. Run back to the elevator and ride it down to B3. When the elevator doors open start blasting the Zombies, then follow the corridor around and enter the lab. Blast the Two Monsters, then grab the ammo and Herbs before going into the next lab. In here take the Medium Base from the shelf, then walk up to the machine near the two tubes. Activate the switch, then move to the Vaccine Synthesiser. Move levers 1 and 3 down, then select the bottom two levers. Move lever A down and you'll





get the Vaccine Medium. Unfortunately you'll now be attacked by the two Monsters who'll escape. Blast them both

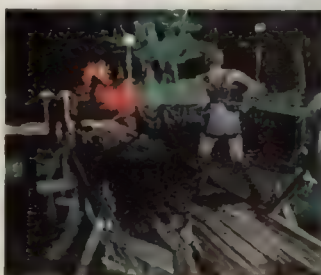


and head back to the elevator. Make your way all the way back to Jill, then mix the two Vaccines and give them to her. When you reach the reception area of the Hospital you'll find that someone has planted a bomb. Run to the front door and open it, you'll only have six seconds here. You'll also encounter Nemesis again in the main hall. With your lack of Ammo it's best to avoid him. Run past him and onto the chapel.

### THE PARK

As Jill again, head back towards the hospital. You'll bump into Nemesis again, but

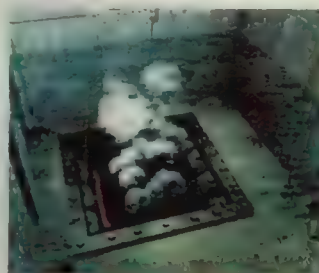
just run past him. Once back out in the street, blast the new Zombies and use the Lockpick to open the locked door directly in front of you. In the lockers and on the table you'll find some Mine Thrower Rounds. You'll also find the Park Key on the key rack. Grab the Key and the Ink Ribbons from the table, then head for the Park. Use the Park Key on the gate and discard it, then enter the gate. You'll now find yourself in the Raccoon City Municipal Park. There are random creatures throughout the park, so be ready for some blasting. Head forward and then through the gate on the right side. Walk along the wooden Catwalk and through the gate at the end. More creatures are blocking your path, so clear them before you proceed. Follow the path



around and you'll come to a dead body on the floor. Search him and you'll find a second Park Key. Carry on along the path and you'll come to a locked gate. Search the body next to the gate and you'll find a handy Magnum Clip.

### THE PARK CONTINUED

Return to the first area of the park and take the gate opposite you where you'll find yourself at the fountain. Run straight



ahead and grab the three Green Herbs, then return to the gate and walk along the fence, where you'll find a control panel with a series of diagrams next to it. Opening the control panel will allow you to rearrange the cogs inside in the patterns shown on

*Continued on page 158*

### CHEATS & TIPS

#### Unlock SegaSports Team



Type **SUPERSTARS** in the Codes section

#### Weird Text

To see weird text, enter **SCRAWL** in the code options.

In the attribute setting in create-a-player if you move the numbers all the way to 0 and back to the top you will get 1 extra point. Do this for all of



them and you will get 10 or 11 extra points.

#### Fat Players



Enter **LARD** in the code options for fat players.

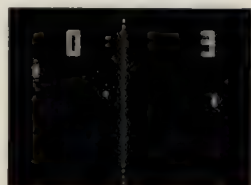
#### High Pitch Commentator

Enter **SQUEEKY** in the code screen. Your commentator will now have a high-pitched voice.

#### ORIGINAL PONG

##### PONG (PS)

To open all the levels, go to the options screen and hit L1, R1, L1, R1, L1, R1. Select the star field beyond what looks like



the final level to play the original 1972 Pong.

*Continued on page 158*



## CHEATS & TIPS



### CHEAP TRICKS

#### READY 2 RUMBLE (DC)

##### Cheap Training

Get your training in championship mode for the price of the next most expensive training below it. Bring the screen to the training below the one that you want and then press right on the control pad to bring it to the next training. While the screen is changing, press A. You will get the training you want at the cheaper training price. This trick also works the other way around. Put the cursor on the cheapest training, Rumble Aerobics, and push left to highlight Rumble Mass. While the cursor is scrolling, hit A and you'll get Rumble Mass, a \$25,000 value, for a



mere \$500. For just a little bit of cash, you can quickly pump your characters to near-legendary strength.

##### Holiday Backgrounds

The prize fight arena with tables and chairs is not always as stodgy and lifeless as it may look, especially as Midway much like Sega did with Nights has hidden day-specific back-



ground changes. Set the internal clock for Christmas, Dec 25, and there will be Christmas trees in there. Set the clock for Halloween, Oct 31, and skeletons will be sitting next to the fight club patrons.

*Continued from page 157*

the diagram, which in turn will alter the way the water is pumped. Climb down into the water and wander around the far side of the fountain. Here you'll find a diagram showing how to drain the water from the base of the fountain.

Return to the control panel and match the diagram. Basically you want a black cog top right, a black cog top middle and the two white cogs on the bottom row. Press the switch to activate the draining mechanism, then climb down the ladder where the water flowed away. You'll now find yourself in a sewer. Climb down into the water and run along to the next alcove where you'll find another ladder; there are lots of Mutated Leeches down here, but you'll be able to easily run past them. Climb the ladder



and you'll appear in a cemetery. Several Zombies will appear from the ground here, so have your Grenade Launcher to hand. On the far side of the cemetery is a shed. Use the Park Key you got from the dead Umbrella mercenary to unlock the door and enter.

## THE SHED

Inside the shed grab the Powder A and B from the table and enter the save room at the

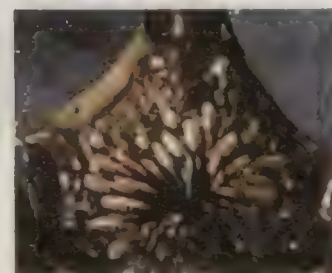


back, where you'll find a chest. There is also a First Aid Spray. Return to the main part of the shed and use your Lighter to burn the wood in the fire-place. In the cupboard in this room you'll find an Iron Bar. Collect this and use it to force out the bricks at the back of the fire-place to create an opening,

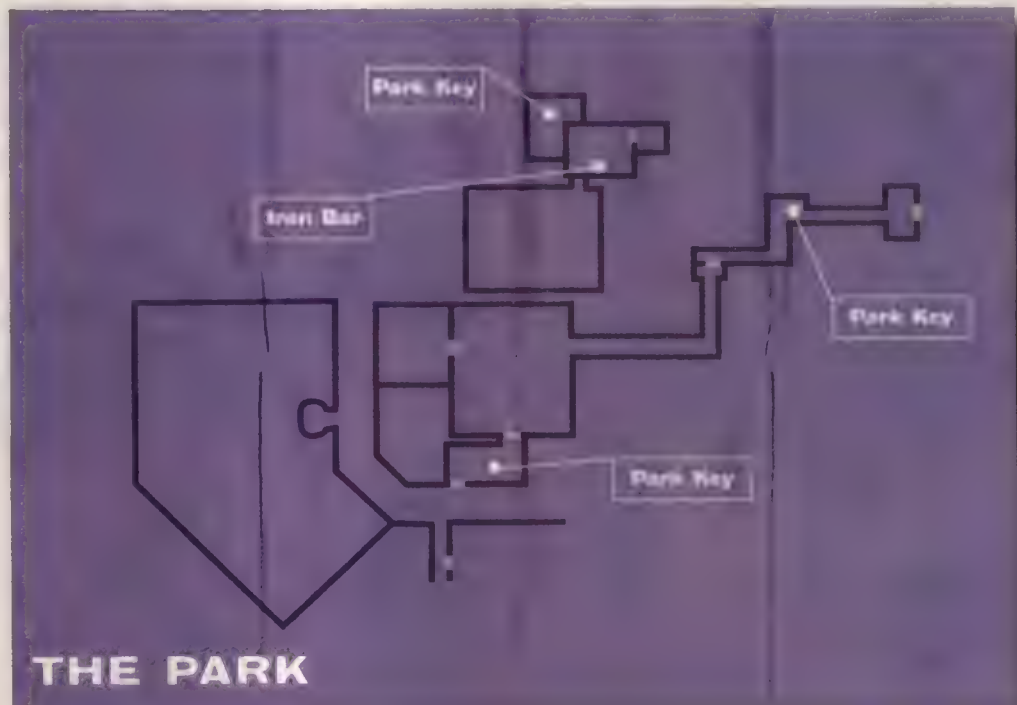
then crawl through. In the back room you'll find a Grenade Pack and a couple of faxes. You'll also find the Key to the locked gate on the far side of the park. Crawl back through the fire-place and you'll hear a message from HQ. Back in the shed you'll then run into the Sergeant again.

## SLUG BOSS

When you leave the shed you'll fall into a large trench and be faced with a giant Mutant Slug. Use the R2 button and fire rapidly to avoid its attacks. You'll be able to get six shots off as it approaches you. Now run to the



other side of the trench and repeat the process. The Magnum and Grenade Ice Rounds both work well. Have your health to hand just in case





but you shouldn't need it. If you take too long to kill it, a lamp post will slip in the middle of the trench. Stand back and shoot it as the beast approaches and it'll fall in the water and fry your enemy. With the Slug dead climb the gate which falls down and head to the locked gate on the far side of the park.

## THE DEAD FACTORY

Once back at the gate, pass through it and you'll bump into Nemesis again. Push him off the bridge and carry on to the dead factory. If you jump off the bridge you'll take an alternative route to the factory. In the factory head past the shutters and the locked door to the far end of the corridor and enter the next room where you'll meet Carlos. Grab the Facility Key from the table and



the various Powders, then head through the next door. You'll now find yourself in a room with several jets of steam coming from the a series of central pipes. Head to the right and press each switch in order until you can't proceed any further, then head back pressing the switches as you go. When you return to your starting position head around to the left side and press the far left switch. Now press all the switches on the way back to the right until you can reach the power supply. Activate the power supply, then head around to the elevator.

## THE DEAD FACTORY

Head back to the first corridor and use the Facility Key to open the locked door, then enter the control room. Blast all the Zombies inside and grab the Green Herbs and the

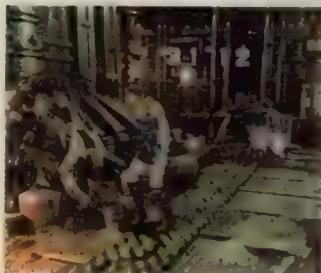
System Disk from the table. Now enter the elevator in this room and ride it down to the floor below. When you step out of the elevator you'll be attacked by some random Monsters, so have your Magnum to hand. Grab the Shotgun ammo in this room and proceed through the next door. Pass through the short sewer section and into the save room. Walk up to the control panel on the wall and remove the water sample, then go through the far door, down the stairs, and into the basement lab. On the wall in front of you is a testing machine. Place the water sample in the machine and activate the synthesiser. Line up the three levels so you can match the sample and unlock the door next to the lift. To the right of



the synthesiser is a machine with ultraviolet tubes. Use the Facility Key here before you leave this room to upgrade it. Head back to the lift and ride it up to the floor above, then go through the door on the left of the lift which has just been opened up. You'll now be shot at by the sergeant. After a short conversation Nemesis will kill him. Run up to the red switch on the wall and use the System Disk.

## NEMESIS

Nemesis is quite slow by now



so this battle is reasonably easy. Select your Magnum and unload, then run to the far side of the room and repeat. Each time you'll be able to unload a whole clip in one go. To help you, when he reaches the corners, run off and aim with R2 to take out the pipes on the walls. When you defeat him, quickly grab the card off the dead scientist and use it on the card reader to open the door.

## THE FINAL BATTLE

Head straight back to the steam room and use the Card to activate the elevator, then ride it to the basement. Collect the Grenade Rounds and use the Upgraded Facility Key on the locker at the end where you'll find a Rocket Launcher. Return to the Shutter in the first corridor and use the Card to open it, then go to the control room. After a short conversation with Carlos climb down the ladder and prepare for the final battle. Run past the Zombies and into the last room. On the far side is a control panel, walk up to it and it will instruct you to push the three Batteries in place.



Run to Battery one and slide it into place. The final boss attacks! Ignore him and run to the next two batteries and slot them in place. With this accomplished run to the middle section and stand on the lift platform. This will draw the Nemesis in front of the Rail Gun where he'll be blasted. Repeat this twice and you'll defeat him, then use the lift to exit. At this point you'll get the choice to stay and fight what remains of the creature or to run. Either way, open the door at the top of the elevator and watch what finally happens to Raccoon City.

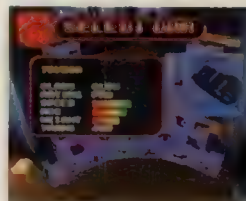
## CHEATS & TIPS

### SMALL CARS BAD

#### RE-VOLT (N64)

Master Code that unlocks everything.

Go to the Password section and enter B, A, Z, Z, B, L, A, C. All the cars and tracks will be unlocked.



### RIDE OR DIE

#### ROAD RASH 64 (N64)

##### Passwords

These codes must be entered at the Main Menu. If you do it right you will hear a sound.



These codes will also unlock more levels and bikes in Multiplayer mode, so be sure to check every combination!

##### Level 3

R, C-right, C-right, C-right, R, C-left, C-down, Z

##### Level 4

R, C-Left, C-Right, C-Down, C-Right, C-Right, C-Left, C-Left

##### Level 5

Z, C-Right, C-Down, C-Left, C-Right, C-Right, Z, L.



Continued on page 162



I heard  
you've  
been

naught



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**\*General rules:**

A total of 25,000 copies of Tomb Raider III will be awarded (\$34.99 Retail Price). A random drawing to award all prizes will be held on or about March 17, 2000 from all eligible entries received by February 29, 2000. The odds of winning depend upon the number of eligible entries received. Only one entry per person is accepted. You may enter by filling out the official entry card, accessing our website, or printing your name and address on a postcard and mailing it to ATTH: V&TR3, 650 Townsend Suite 305, San Francisco, CA 94103. The contest is open to all legal U.S. residents, except for the employees and immediate family of the Sponsor, the prize manufacturers, their affiliates, subsidiaries, advertising agencies, or any other company involved with the design, production, execution or distribution of the drawings. Persons under the age of 18 require parental consent to participate. Any tax liability is solely the responsibility of the winner. All federal, state, local, and municipal and provincial laws and regulations apply. Sponsor shall be deemed sole interpreter of the rules and conditions. By participating, entrants acknowledge and agree to be bound by these rules and the decisions of the Sponsor are final. Void in the states of Florida and New York and where prohibiting by law. Prize components are not exchangeable, transferable, or redeemable for cash. Prizes shown are estimated retail prices; actual prices may vary. The Sponsor does not make and is not responsible for any warranty (including fitness for particular purposes), or guarantee with regards to any prize or portion thereof. All sweepstakes entries become the property of the Sponsor and will not be returned. In the event of unavailability of stated prize(s) or component(s) thereof, Sponsor reserves the right to substitute item(s) of comparable value.



## CHEATS & TIPS

Continued from page 159

### Turbo Start

To get a boost-start at the beginning of the race, hold the wheelie button until you've taken off, then release it. Your bike's front wheel will hang in the air for a few seconds then settle down. This little trick gives you enough of a boost to put you in the front of the pack from the start (or at least in the middle.)

### BAD MOVIE, WORSE GAME

## STAR WARS: THE PHANTOM MENACE (PS)

### Debug Menu

On the Main Screen, highlight the Options menu and press



Triangle, Circle, left, L1, R2, Square, Circle, left. If you entered the code correctly, you will hear a beep noise. Press and hold L1, Select, and



Triangle. A cheat menu will appear where you can select any level, hear any sound effect you wish, watch any movie clip, and choose to be



invincible. To start on one of these levels, you have to exit the Cheat menu, then start a new game. It will take you to the level that you just selected. To watch the movies or hear the sound effects, highlight whichever one you want to view or hear and hit the X button. To return back to the main title screen to check other options, hit Triangle.

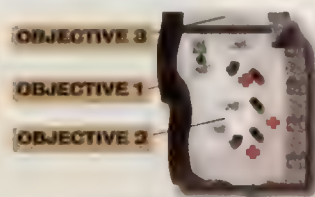
# Gadgets, Guns and Babes...

Being in MI6 has never been easy; thankfully the job has just become a whole lot simpler.

## Stage - THE OUTPOST

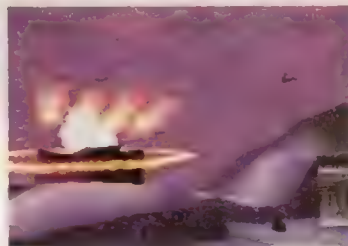
### 1: DESTROY DISH

Switch to the rocket launcher to take out the antenna. Once you have done this, a chopper will appear.



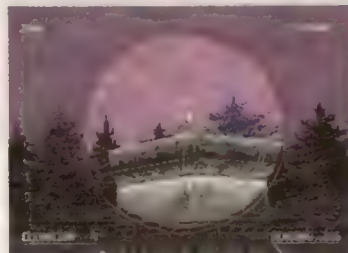
### 2: DESIGNATE CARD

Get quite close as the chopper hovers and take out the descending men with your AK 47. A Pass Key will be dropped.



### 3: ESCAPE

Continue through the gates using the key and hop on your skis.



**Lesson 1:**  
**Remember,**  
**don't just**  
**rush in, take**  
**your time**  
**and master**  
**the Sniper**  
**Rifle for**  
**those tricky**  
**towers.**

## Stage - ARMS BAZAAR

### 1: RECON

Run forward and the Scud launcher will be in front of you. Flip to the camera and get the shot you need. Blast the guard in the left corner. Photograph the mortars and take out the two guards with your AK. Check behind the Jeeps for Medkits. Place a Sticky Bomb on the crate and detonate to reveal the helicopter.

### 2: LOCATE COCKPIT KEY

Keep moving around to the right side and you will find another henchman waiting behind the container. Take him down and he will drop the Cockpit Key. Run to the plane and avoid the attentions of the guards. Take out the remaining targets using the plane's Gatling Gun.



## GAME DATA

### MAP NOTES

#### Health Packs

- Recovers 2 units of health. Use these only when necessary.
- Recovers 4 units of health.

#### Ammo Clip

- A quick fix of ammo, just what you'll need. You can reload at any time.

#### Access cards

- These will gain you access to locked areas. These are the most important items, and can be found anywhere.

#### Ammo Crate

- Enough ammo to last for at least a few battles. Try to conserve as many clips as you can, you need to be economical.

#### Extra Life

- Don't forget to pick these up you'll need them, they endow you with one more life.

#### Enemies

- Look out for these bad guys and watch their tactics before dispatching them.

#### Armor

- Light Armor (4 units)  
Handy for facing two or three enemies at once.
- Heavy Armor (8 units)  
Darker kevlar coats grant further protection.



**GAME DATA****Weapons:****Assault Action**

When faced with multiple targets, select the AK. Let the weapon target automatically and take them out one by one, don't just spray aimlessly into the crowd or you'll waste valuable ammo.

**Stealth Tactics**

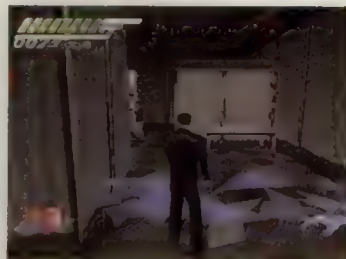
Sneak up on guards using the stealth option, you can either give them a silent pistol whip or a subtle shot to the head. This will give you the advantage of not alerting the remaining guards and you can maximise your element of surprise and stealth.

**Surprise Encounters**

When entering new floors via elevators and alike watch for surprise ambushes from guards; always have a rapid fire weapon at hand when you don't know what's ahead of you. Utilize the pillars, walls, and counters as cover when trying to avoid incoming fire.

**Stage - CARVER MEDIA****1: OBTAIN ACCESS KEY**

At the back of the room you will find the Key Card and the heavy armor. Open the doors at the front and pass through.

**4: MEET WITH PARIS**

At the end of the passageway you will meet with Paris. This will trigger a video sequence in which Bond will be smacked over the head and knocked unconscious.

**5: CUT THE POWER**

At first there will appear to be no way out of the cell. Select your cufflinks from the items menu and move up to the mirror. Use the cufflinks to shatter the mirror, then cut the power and grab the PK7 from the table. On the way out pick up the extra life from the Elevator Key room.

**2: DESTROY COMPUTER**

In front of you there will be some glass windows. Shoot these out and you will find the central computer. Pump some ammo into the box and it will explode.

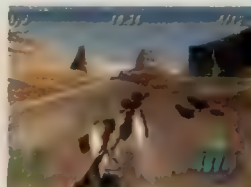
**3: GET ELEVATOR KEY**

Move to the room on the far side of the computer room. Behind the shelves there are plenty of Medkits and the Elevator Key Card. Run back to the elevator which is in the corridor next to the computer room and go up to the first floor.

**Lesson 2:**  
Stealth is often the way forward, take down the guards quietly and you'll find your progress far easier.

**CHEATS & TIPS****BAD MOVIE, BETTER GAME****STAR WARS: RACER****All Codes**

If you want to get all of the cheats, enter the game in Tournament mode, and go to an empty name spot. Hold down Z and use L to put in the letters RRDEBUG as your name. You should see it in the



lower left part of your screen. Then, still holding Z, use L to push the end button. OK should pop up in the lower left of your screen. Using Z and L as before, type in RRTANGENTABACUS. Start any race, pause it at any time, and push up, left, down, then right on



the joystick. Cheat options should then show up, and you will be able to use any of the cheats.

**Auto-pilot**

Enter the All Codes cheat



shown above. During play press R then Z. The pod racer will automatically navigate the course, with you controlling only the speed. If you touch the joystick, your pod racer will spin around and lose control.

Continued on page 164





## CHEATS & TIPS



Continued from page 163

To get the podracer under your control again, press R then Z.

### Turbo Boost

At the beginning of the race the announcer will say, "3... 2... 1!" Just before he says "1," push the analog stick up and press A. If it worked your pilot will shout.



### RUSSIA: VODKA AND PUZZLES

#### TETRIS DX (GBC)

##### Move the Blocks Up

In *Tetris DX*, there's a bug. When any piece but a straight bar or a block is falling, hold left (even after it's against the wall keep holding left) and keep pressing A really fast and the piece will actually start moving back up! You can do the same thing on the right side wall, but you have to hold right and keep pressing B instead. It's strange but it works.

#### No Preview

To play a harder game where the next piece is not shown, press Select while playing. To show the pieces again, repeat this process.

#### YOU'LL ONLY PLAY TWICE

#### TOMORROW NEVER DIES

##### (PS)

From the pause screen, punch in a cheat prefix: Select, Select, Circle, Circle.

## Stage - THE PRESS

### 1: LOCATE GUPTA'S BRIEF CASE

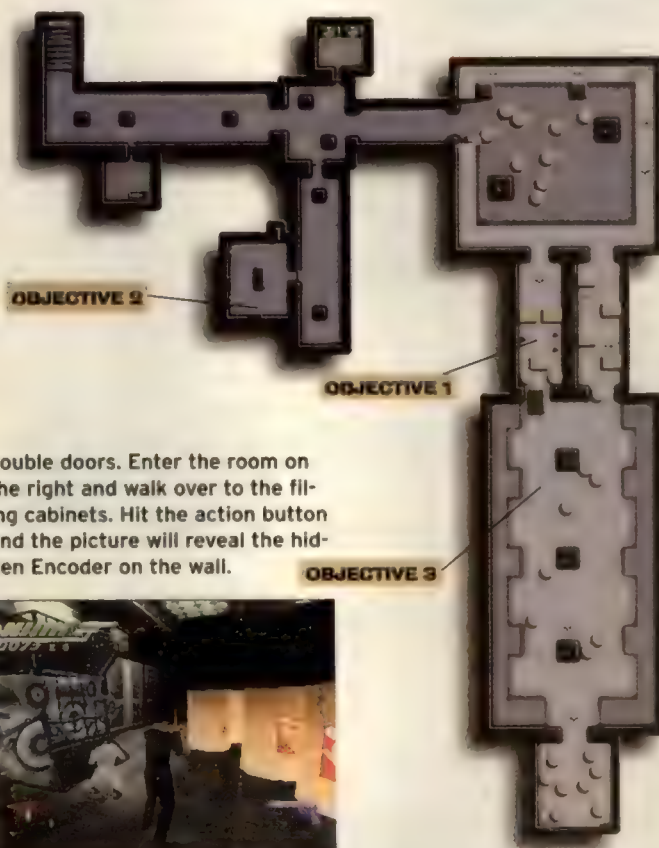
Make your way along the first two corridors and take down the guards as you go. When you enter the main room turn to the right and go through the entrance. In here you will find the Case and receive the Key.

### 2: RETRIEVE HIDDEN ENCODER

Retrace your steps back to the main corridor and use the Fingerprint Scanner to open the



your aiming as there are civilians. Make your way to the far end and escape from the building.



double doors. Enter the room on the right and walk over to the filing cabinets. Hit the action button and the picture will reveal the hidden Encoder on the wall.



### 3: ESCAPE FROM BUILDING

Head back to the main printing room and take the second entrance on the right. Blast the guards who will try and obstruct your progress. Use the printing barrels as cover to avoid enemy fire. At the other end of the passage you will find yourself in a large rectangular room. Watch



**Lesson 3:**  
**The Fingerprint Scanner is an agent's best friend, so if you face any seemingly locked doors, keep this in mind.**

## GAME DATA

### TACTICS

#### Hunt High and Low

On your way through this level make sure you pay particular attention to all the rooms that lead off the main corridors. Don't give up if you try a couple and can't open them - just keep checking the rest. There are valuable Medkits and various forms of ammunition to pick up.

#### Safety from Snipers

In the main printing area there are many henchmen spread out over the upper walkways. To minimise the angle of sight they have, hug the walls as you run through. This will minimise the amount of times you get hit, and you can maintain your Medkit supply for when you really need it.

#### Tin Can Alley

You will encounter many firefights throughout this mission. If you run straight into battle you will find yourself making an early exit from the game. Instead, use the tactically positioned rolls of paper to give you cover. The corridors that lead off the main printing room are perfect places for the henchmen to take you down. They are long and narrow and ideal for cross fire. Sidestep from barrel to barrel and you will give yourself the time to take out all the noons.



**GAME DATA****Tactics****Invisible Man**

When you first start the level you will see the blue hand symbol in the bottom of the screen. Do not change weapons at this point, and you can drift past the guards without so much as a blink. You'll also avoid aimless fire fights on the way to the bar which you can do without.

**Bar Room Brawling**

With the multiple targets in the bar area it is essential to use the AK and to duck for cover behind the actual bar itself. This will give you valuable seconds to reload and weigh up the situation. You will also spot a large window behind the area where the barman stands. Shoot this out and you will get a better line of sight on the incoming henchman.

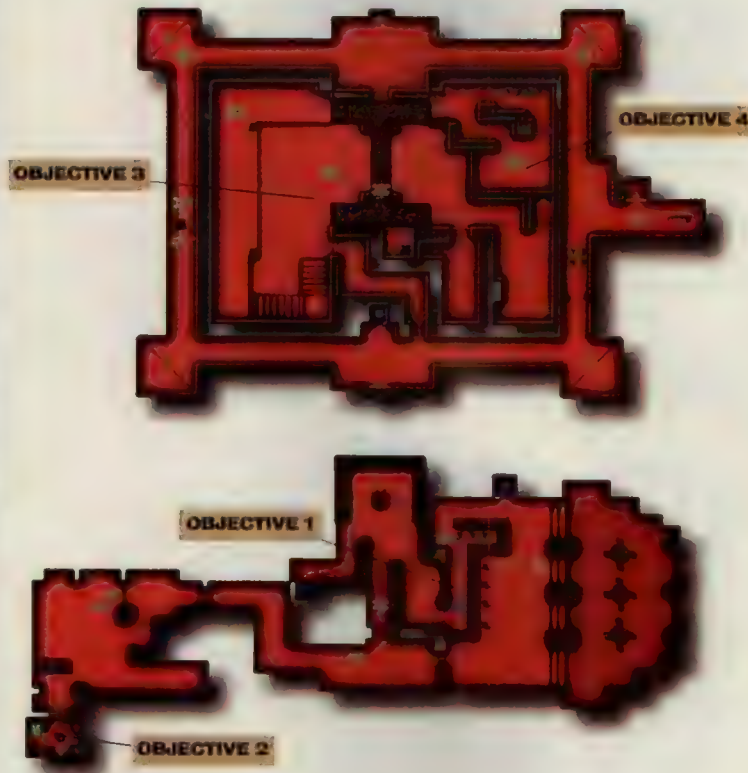
**Protecting Paris**

You have to be the perfect gentleman and consider Paris at all times on the escape from the Hotel. Use the Gas Bombs to create a bit of a diversion and aid your escape. Ensure that she is always behind you and out of the line of fire. If the henchman do get a few clean shots in, Paris will die and the mission is over.

**Lesson 4:**  
Make sure you interact with people before you shoot, otherwise you'll be hunting for keys when you should be locating Paris.

**Stage - HOTEL ATLANTIC****1: TALK TO BARTENDER, LOCATE ACCESS KEY**

Leave the BMW in the car park since you'll need it later to make your escape. Run down the corridor and around the corner to the right. Avoid the two henchmen and enter the main bar area. Run around the back of the bar and the tender will eventually give you an Access Key.

**2: OPERATE SERVICE ELEVATOR**

Make your way all the way back to the car park where you started, you'll find there is a little room tucked away in the corner. Open the door and activate the power so you can actually operate the elevator which is situated in the large room behind the bar.

**3: TAKE OUT THE TORTURER**

Get the service elevator up to the first floor and take the first single door on the left as you come out of it. This will lead you to the main room where the Boss will be

waiting. Make sure you have all the Medkits which were available to you on the way through this level before you attempt to take him on. Switch to the AK and keep moving. Offload your clip, move, reload, and be persistent.

**4: RESCUE PARIS**

Run up the stairs and collect Paris. Retrace your steps back to the elevator, then take the first door on the right and run back to the car park. Make sure Paris is close behind all the way. Go around to the left side of the car and hop in to complete the mission. Excellent work, 007.

**CHEATS & TIPS****100% health**

Cheat prefix, Up, Up, Select.

**Invincible**

Cheat prefix, Triangle, Triangle, Triangle, Triangle.

**Invulnerable to enemy bullets**

Cheat prefix, Triangle, Select.

**HUD Toggle On/Off**

Cheat prefix, Left, Right, Select.

**All weapons**

Cheat prefix, L1, L1, R1, R1.

**From the game shell, use this cheat prefix:**

Select, Select, Circle, Circle.

**See all movies**

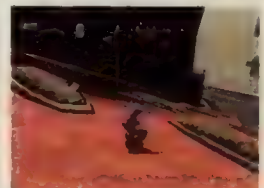
L1, L1, L1, L1, L1, L1, L1

**Access all missions**

L1, L1, right, L1, L1

**BONEY COCK RETURNS****TONY HAWK'S PRO SKATER (PS)**

Pause the game, hold L1, and key in one of these codes. If you mess up, release L1, hold it again, and tap out the sequence.



**RUST** (Right, Up, Square, Triangle) - Toggle blood on and off.

**SCULL** - Big head mode (quit back to the character select screen to see it take effect).

**STUD** - Pump all stats up to straight 10s.

**XSSTUD** - Pump all stats to 13s.

**XTCDUR** - Always in special mode.

**REWARDS:**

Any 3 medals in the competition with any character - Mediocre ending, you get to see the bails video.

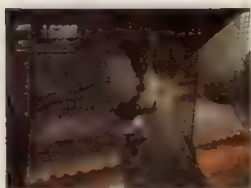
Get 3 golds with any character - See the bails video and then see the character specific reward video.

*Continued on page 166*





## CHEATS & TIPS



Continued from page 165

Get all 30 tapes with any character – Unlock Officer Dick  
Get 3 gold medals with Officer Dick – See the Neversoft bails video

**Note:** All videos, except the Neversoft bails video, can be played from View Videos Cinematics menu after unlocking them.

### Officer Dick Specials

Yeehaw Frontflip – down, up, Circle

Neckbreak Grind – left, right, Triangle

Assume the Position – left, left, Circle



### RESIDENT EVIL MAYHEM

#### TRICK 'N SNOWBOARDER

(PlayStation)  
Cheat Codes

Our favorite code this month let's you play as Claire, Leon or a zombie cop from Resident Evil 2 in Capcom's Trick 'N Snowboarder.



RE2 characters are only available in Free Mode, so give up your dreams of seeing the Cinderella-story zombie cop come out of nowhere and win

## Stage - THE CONVOY

### 1: RENDEZVOUS WITH Q

Turn to your immediate left at the start of the level to pick up the Armor. Select the Sniper Rifle and take out the henchman on the way to the barricades. Locate Q on the right hand side and pick up the BMW.



### OBJECTIVE 1



### OBJECTIVE 2

### 2: SHOOT TERRORISTS

It is essential that you pick up all the Medkits you can as you'll need them. Look out for the extra Rockets on the road. On the first

four cars try to use only the machine guns, as you will need the majority of your rockets on the last couple of cars.

## Stage - THE SKI RIDGE



### OBJECTIVE 1

### OBJECTIVE 2

### 1: DISABLE SECURITY CAMP

Don't make the mistake of trying to outrun the henchman on skis, you'll go over the edge or hit an obstacle. Instead make use of your snow gear and hit them with your ski poles. Enter the bunker and take down the guard, use the PK7 or you'll destroy the computer and fail the mission.



### 2: OBTAIN SECURITY PASS AND KILL ISAGURA

Pick up the Security Pass from the first bunker in the second compound and use it to enter the building on the right. Inside you will find the boss. Make sure you have Heavy Armor and the Extra Life. Move to avoid his Grenades and pepper Isagura with the AK.

**Lesson 5:**  
Harness those driving skills and make sure you keep some rockets held back for the final car of the convoy.

## GAME DATA

### Sniping

Keep your head down and use the stealth method for as long as possible. Employ the Sniper Rifle for the targets at a distance. Two direct hits should be enough to take them down

### Dead Man's Ammo

This level shouldn't cause too many problems for a Bond expert. Ensure that you run over the dead troops to pick up the ammo and health they drop.

### Bunker Busting

As you're clearing up the bunkers, revert back to the trusty PK7 for close range; it's more accurate and will take down your opponents quickly

### Barrel Blasting

You can save yourself time and ammo by shooting the barrels. The enemies that are near by will be engulfed by the blast, and occasionally you'll find extra items

### Skiing Strategy

Take care of the annoying henchmen using your ski poles when in down hill pursuits. Try and take intricate routes through the trees and you will find some of the following henchmen will crash into the trees, as their navigational sense is not quite as evolved as yours.



**GAME DATA****TIPS****Raised Guards**

On the rooftop floor you will be attacked from elevated positions as you take on the first set of guards. Keep tight to the wall on the left hand side and you will avoid the majority of the rounds that are destined for you. If you want to take them out, make quick dashes to the right, fire, and then try retreating back to the safety of the wall.

**Shoot First and Ask Questions Later**

As you are running down the large steps in the Saigon Tower, your sight will be restricted by the darkness. Start shooting before you can actually see the guards come into view and you will give yourself a head-start on taking them out. This method can be used throughout the game when you know you're approaching enemy positions.

**Edge Around Corners**

When you know there is a group of guards waiting around a corner slowly edge around that corner. You'll then be able to take out the guards one at a time without any risk to yourself.

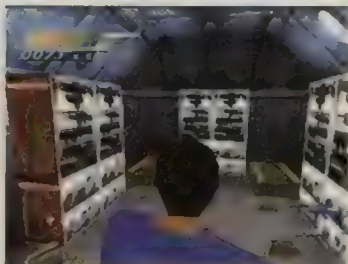
**On the Rooftop**

This is a relatively straightforward mission. It is easy to race around on the roof in eager anticipation of making it downstairs and retrieving the Data Disk and miss all the extra armor and health. Ensure that you check behind all obstacles on all the split levels.

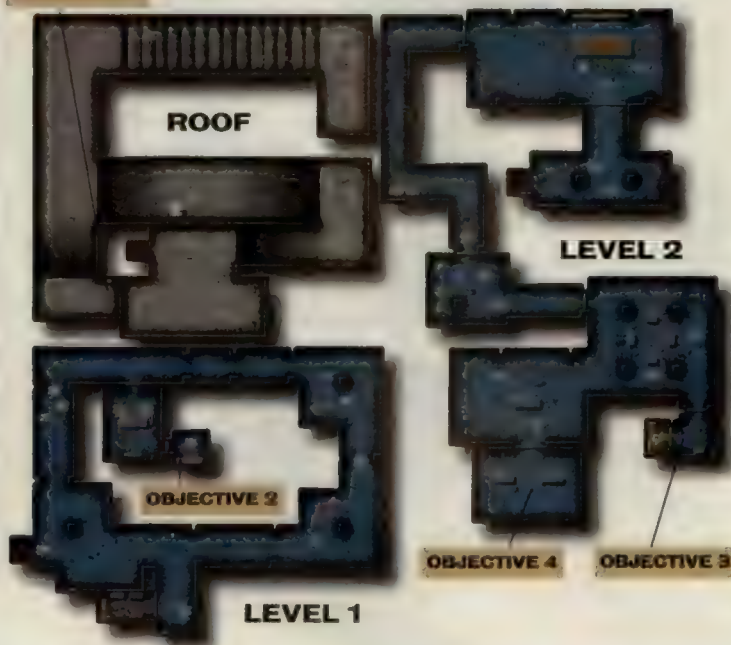
**Lesson 6:**  
**Activate the Elevator early on to give you access to all the levels within the tower.**

**Stage - SAIGON TOWERS****1: ACTIVATE ELEVATOR**

Collect the elevator operating switch and the Extra Life from the same spot at the bottom of the main roof staircase. Run around to the activation pad and then back up to the elevator.

**OBJECTIVE 1**

der around until you spot the stereo and hit the action button. A secret room, stocked with items should reveal itself to you. Now retrace your steps and go back to the elevator before continuing down to the second floor.

**2: DESTROY CRATES**

Ride to the first floor of the complex in the elevator, exit immediately, and shoot the crates with the AK. Move to the room in the center of the building. Then, wan-

**3: RETRIEVE DATA DISK**

Work your way through the corridors and take care of any henchmen you encounter. On the far side of the large room is a smaller room. This is where you will find the all-important Data Disk.

**4: ESCAPE**

Run back into the main room and turn to the left. There will be two more henchman to take care of in this section, so use the PK7 and put them down before they open fire on you. You'll then meet up with Wai Lin and swing off the side of the building to safety.

**CHEATS & TIPS**

the world snowboarding championship.



From the title screen, press triangle, triangle, X, X, square, circle, square, circle. You should hear an audio cue if you've done it right. Select Free Mode, and press L2 or R2 from the character select screen to access the RE2 crew.

**FILTHY ANIMALS****WCW MAYHEM (N64)****Cheat Codes**

To activate a cheat, enter its corresponding code as a Pay-Per-View password.

**All attributes**

MKSPRCWS

**All wrestlers**

PLYHDNGYS

**Identical characters\***

DPLGNRS

**Momentum Print Enable**

PRNTMMNTM

**Stamina Print Enabled**

PRNTSTMN

**Testcase! Unlocked\*\***

NGGDYNLN

Unlock the Quest For The Best  
CHT4DBST

Unlock Classic Nitro

PLYNTRCLSC

Unlock Backstage Rooms

CBCKRMS

\* In 2P modes only.

\*\*Kidman turns into a fat guy with glasses and a skull shirt.

Continued on page 168



## CHEATS & TIPS



Continued from page 167

### Hidden Rooms

When CBCKRMS has been entered as a Pay-Per-View password, wrestlers may end up fighting in:

- Boiler Room
- First-Aid Room
- Locker Room
- Parking Lot
- Press Room
- Ticket Office
- Storage Room

### Opponent's Taunt

To do your opponent's taunt after beating your opponent and making him look bad, just hold the analog joystick in any direction and while holding it tap Up-C.



### Unlock Wrestlers

To unlock a hidden character, complete Quest for the Best mode using a wrestler within the indicated weight class and difficulty.



### Name, Weight, Division

#### ARN ANDERSON

Cruiserweight - HARD

#### BAM BAM BIGELOW

Non-cruiserweight - MEDIUM

#### BARRY WINDHAM

Non-cruiserweight - MEDIUM

#### BOBBY EATON

Cruiserweight - EASY

#### BOBBY BLAYZE

Non-cruiserweight - EASY

#### CHRIS JERICHO\*

Fight in all backstage areas

#### DOUG DELLINGER

## Stage - SAIGON MARKET

### 1: ACQUIRE RL 66

Make your way to the large steps, then at the top pick up all the Armor in preparation for the fight to gain the RL 66. Also you may want to go to the room with the Extra Life. Use the AK and keep running around the room to avoid the incoming shots from the Boss; you'll also find two henchmen in either corner to blast.



use the first-person aiming with the Rocket Launcher to take down the chopper.



### 2: DESTROY BARRICADES

Pick up the rockets on the way back; however, you'll now encounter turrets. Take out each of the turrets with the Rocket Launcher. To maintain your health, though, you'll need to duck down between each shot.

### 3: DEFEAT HELICOPTER

In the square with all the raised Medkits that seem out of reach walk around to the alley on the right. Use the Rocket Launcher to blast out the wall to reveal a secret walkway which gives you access to the Health. With your new Medkits in hand, move into the square and

### 4: DECODE DATA DISK

In the next area you will have to decode the Data Disk before you can complete the mission. It really isn't too hard to figure out. Just press the following buttons: Circle, Triangle, X, Square.



**Lesson 7:**  
Find your way around the dark alleys of the market and get to know the correct routes while avoiding the gun turrets.

## GAME DATA

### MAX MEDITS

#### Rocket Launch

It is essential that you avoid the heavy artillery for as long as possible in the Saigon Market. There are many gun turrets which are surrounded by guards and barriers. They block off the roads at various points and prevent you from sneaking past. Do not attempt to get past them until you have acquired the services of the Rocket Launcher. Even then you will need your fair share of health to be successful. Try aiming at them at maximum range - that way you'll minimize the number of accurate shots which are fired at you.

#### Retrace and Check

Because you will be retracing your steps on this level, remember to pick up the additional armor which you may have left behind earlier on. Also check for guards which you missed the first time around, as they have a nasty habit of popping up in positions you don't expect and can be annoying when you're down to the last of your health.



**GAME DATA****TACTICS****Crates and Crevices**

On the Stealth Boat there are a huge number of henchmen to stand in your way. They have a habit of hiding behind the numerous wooden crates and barriers which are dotted around the corridors. The engine room is a maze of these obstacles. Agents can reach the top levels with one knock and using the keypad, enemies can come out of hiding and fire at you. It's important to be revealing some handy hints as you go.

**Power-up Central**

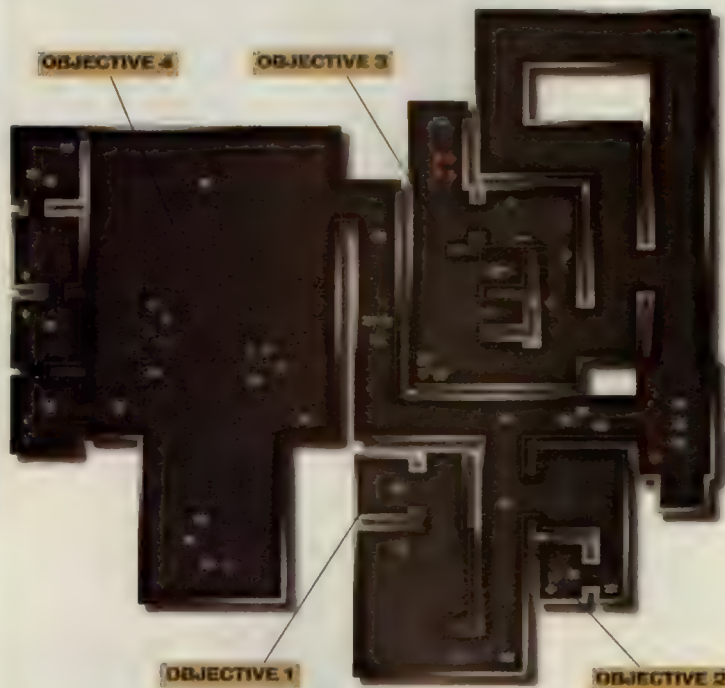
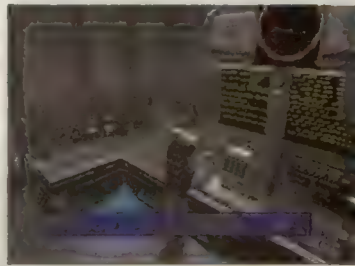
It is easy to miss all the extra health and ammunition which can be found on the Stealth Boat. Take care to make sure you pick up every individual power up possible. They are there for a reason, if you do not know where to go to get them, then you're lost. You'll find yourself losing the mission.

**Open and Fire**

As you open the various doors throughout the game you'll find that guards will often be waiting for you behind the door. A guard being hit with AK is a good thing, but if you don't shoot the guards are still in the way, so shoot them as you go.

**Stage - STEALTH BOAT****1: CONTACT M VIA COMM LINK**

Keep heading left through the corridors and the doors which you can currently access. You will come to a control room after a while where you can contact M and relay your position. Beware of the guards in this section though – you'll find they're hiding behind the wooden crates.

**2: RESCUE WEI LIN**

Retrace your steps and pick up the Key to office 4A, then enter and pick up the large Medkit and shoot the control desk with the AK. You will receive the yellow key for your troubles which you need to progress further. Keep a steady grip on your AK, 007 – your mission is almost complete.

**3: DEFEAT ROCKET MAN**

Side step behind the wooden crates to give you some cover, then lay into the rocket man with the AK. Once you have defeated him you will receive the Cell Key and you can unlock Wei Lin and free her.

**4: DEFEAT CARVER**

The next task is to run to the docking bay. By this point you will need full health to tackle the final foe of *Tomorrow Never Dies*, Carver. Make sure that you move every couple of seconds and fire in short controlled bursts. Stand still and you're a dead agent. Once defeated, top up your martini glass and head off into the sunset. Good job, 007!

**CHEATS & TIPS**

Cruiserweight - **HARD**

**ERIC BISCHOFF**

Non-cruiserweight - **HARD**

**JIMMY HART**

Any class - **HARD**

**LASH LEROUX**

Cruiserweight - **MEDIUM**

**MEAN GENE OKERLAND**

Non-cruiserweight - **MEDIUM**

**RIC FLAIR**

Non-cruiserweight - **HARD**

**RICK STEINER**

Any class - **HARD**

**SCOTT HALL**

Any class - **HARD**

**SGT. BUDDY LEE PARKER**

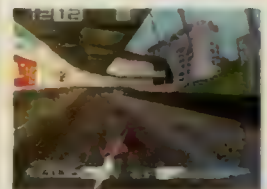
Any class - **EASY**

**SONY ONOO**

Earnest Miller - **EASY**

**WOLFPACK STING**

N/A - **HARD**

**SPACE RACE****WIPEOUT 3 (PS)**

From the main menu, go to Options, then Game Setup, and then Default Names. Enter the following names to enable the corresponding cheat. A flash confirms correct entry. Nothing happens if you type incorrectly.

**Collisions**

NOWHEELS

**Infinite Weapons**

DEPUTY

**Unlimited hyperthrust**

MOONFACE

**Unlimited shields & thrust**

GEORDIE

**Unlock All Tournaments**

BUNTY

**Unlock Phantom Class**

JAZZNAZ

**Unlock all 4 prototype tracks**

CANER W

**Unlock all challenges**

THEHAIR

**Unlock all teams**

AVINIT

**Unlock all tracks**

WIZZPIG

*Continued on page 170*

**Lesson 8:  
Notify HQ  
of your  
Coordinates,  
Kill the  
xenophobic  
Media  
Mogul, and  
sail off into  
the sunset  
with the  
devastating  
Wei Lin.**



## CHEATS & TIPS

Continued from page 169

OH, HELL YEAH

### WWF ATTITUDE (PS)

#### Bonuses

To unlock what seems to be all the codes in *WWF Attitude*, you must bring a wrestler through the entire Career Mode successfully (meaning win the Heavyweight Belt at the end).



#### European Championship

Win this and you unlock the following codes:

- New Custom Stuff (a few new Create a Wrestler items added)
- Sable and Mero
- Trainer unlocked (play as Jeff Robinson, "The Trainer")
- Squeak Mode (high voices)



#### King of the Ring

Win either the first match or the whole tournament, and you unlock the following:

- Taka and Kurrgan

#### Intercontinental Belt

By winning the IC Championship belt, you unlock the following codes:

- Slaughter and Michaels
- Extra Attribute Points (three additional Attribute Points in Create a Wrestler mode)



# For those about Turok...

...we salute you with a *Turok: Rage Wars* mini-guide to achieving ultimate victory.

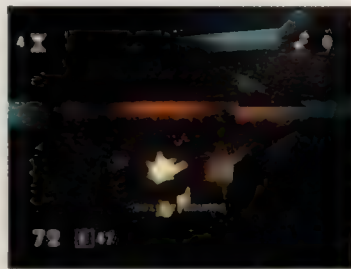
## GREATER SENSITIVITY

Before combat, move both the horizontal and vertical movement bars to a greater sensitivity. Your previously lumbering buffoon can now spin, turn, and aim with the spring and reaction of a gazelle. Learn to aim at a moving target and you'll overpower your slower-moving enemies, who may be able to physically react, but cannot move in time, due to the sluggish default controls.



## MINI-MANEUVER

Be wary, great warrior, for the development gods have deemed you unable to step over objects greater than ankle height – even the smallest box cannot be clambered upon. Use this programming oversight to your advantage by moving around ramps (above) and onto them, rather than trying to jump halfway up them. Anyone you see trying this is in need of a little punishment.



## THE DARK SIDE

Some of you may experience periods of darkness, during which only screams and the sounds of your character's death gargling can be heard. Certain televisions, sunlight, and a low default lightness setting all combine to thwart your

eyesight. Better turn up the brightness to really see those dark, dank corridors.



## CIRCLE STRAFING

Once you begin your adventuring, either against bots or actual friends, you'll need to master the art of strafing. This is a sidestep to the left or right, achieved by holding left or right C and moving the 3D stick in the desired direction. Once mastered, this allows you to dodge rockets and slow-aiming adversaries. Move the 3D stick diagonally up and left or right, and you'll begin to circle-strafe, moving around your foe while peppering him with bullets. This is a must for surviving boss encounters.



## SETTING UP CAMP

Miniscule levels make camping the only alternative to all-out melee combat. Found the stash of grenades? Good. Now stock up, wait in a good defensive position (usually in a corner of a room with only one entrance), and wait for an enemy to go for those grenades. Now nail him. Use the Sentry Gun to create a bloody crossfire, or aim with a scoped weapon (such as the Tek Bow or Plasma Rifle) for far away enemies. Also try camping above a useful item.

**Monkey Love:** Locate the floor tile with the white light and stand over it. You'll tag monkey after monkey.

## BOSSSES

### Syra and Warclubs

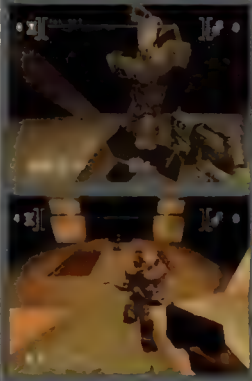
An amusing duo, especially as they both regain consciousness if you've already finished one off but spend too long gunning down the other. Combat this by turning your attention to Syra and whittling down her energy, but do not kill her. Now track the lumbering Warclubs, and cut him down in seconds, as he's literally the least intelligent boss ever to grace a console. Then return to where you last fought Syra and finish her off.





**BOSSES****Tal Set**

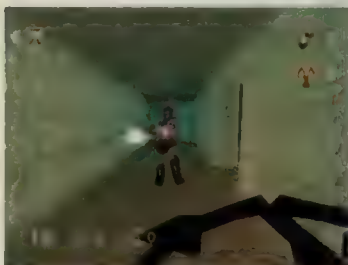
There's no finesse to gunning down Tal Set. Just keep him in your sights and drum lead into him. When he calls his minions, collect health, grab the power-up, and focus on taking out each monster one by one. Can't find Tal Set? He may be on one of the two roof struts. When falling down from these, move away from the lava. It hurts. Try to pin Tal Set with rapid-fire guns into a corner so he cannot move, then zap him with flares. When the second wave of foes appear, repeat the power-up and health collection plan.



**Flagging Fun: Forget shooting or aiming, go for the flag and take it to the orb. Now return while your friend repeats the plan.**

**POWER EXTREME**

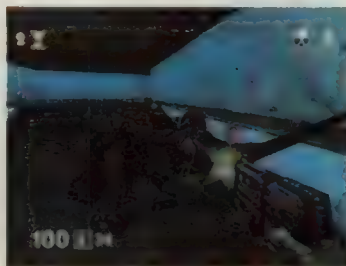
That blue and purple gem sure is pretty. It certainly is, and it also empowers you with a special ability for an extremely short amount of time. The power-up offers next-to-useless abilities such as Bullet Shield, Speed Burst, Teleportation, and Life Force Vampire, but sometimes grants exceptional additions to your persona, such as Regeneration, Invulnerability, Slow Time, and Massive Damage. Ten seconds later? You calm down again. The only power that isn't blindingly obvious is Invisibility, which also makes computer enemies deaf as well, as they'll completely ignore you. Your plan when powered up? Find an enemy in the shortest amount of time and rip them a new one. Then lament at how short your period of power lasted.

**THIN USUALLY WINS**

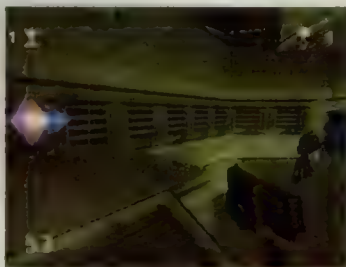
When you're picking out a character to play, that huge lumbering alien fiend sure looks like it could rip out the intestines of your foe and dangle it in front of his face, but you'd be wrong. For a start, even the aliens have human hands holding their guns for them, and that's just not cool. More importantly, a greater mass equals a greater target, meaning the behemoths usually get picked on first and slapped around like a red-headed stepchild. Your player needs to be lithe and tiny, like Adon. Everyone pick her.

**TAKE THE PLUNGE**

Finding your computer foes too damn difficult to aim at? Then dive underwater or wait next to a waterwall for a swimming enemy. Then shoot it. All the bots slow down while swimming, enabling easy pickings. We have yet to die one single time on the one player game on any level with water in it. Simply swim about, picking off foes until you need oxygen. Water camping is the only way to win.

**KILL-STEALING**

In the crazed melee of close quarter fighting, there's nothing so annoying as unleashing 100 bullets into a raptor's scaly hide, only to watch some chump with a pistol finish the dino off. Better to be the chump. Hearing the sounds of gunfire and don't live near Ted Nugent? Then dash into the melee and steal the kill, then mop up the other guy, who's bound to be wounded anyway. Two kills for the price of none. Want to halt kill-stealing? Then pick a target and don't switch to another until it dies.

**POWER-UP CAMPING**

A devilishly unsporting tactic, but a must for those masochistic enough to play through the single-player game. Set up camp next to the power-up, grab it, unleash mass carnage, and then return to wait for it to reappear. Now repeat until you can claim an unrewarding victory.

**CHEATS & TIPS**

· Big Head Mode

**Survivor Series**

Win this, and you unlock the following code:

· Jaqueline and Chyna

**Royal Rumble**

By winning the Royal Rumble, you unlock the following code:

· Lawler and Bearer unlocked

**Heavyweight Championship**

By winning the Heavyweight Championship belt, you unlock the following codes:

- Beep Mode (enable this in the Utilities section and certain words are "bleeped" out)
- Ego Cheat (wrestlers heads swell when winning a match)
- Head unlocked (play as Al Snow's dummy head)

**WHEN AMAZONS ATTACK****XENA (PS)****Full Shield and Attack**

Press: Triangle, Square, Triangle, Square, Square, up, up, up at the title screen.

**Invincible Xena**

At the Main Menu press: Up, Up, Up, Circle, Square, Up, Right, Left.

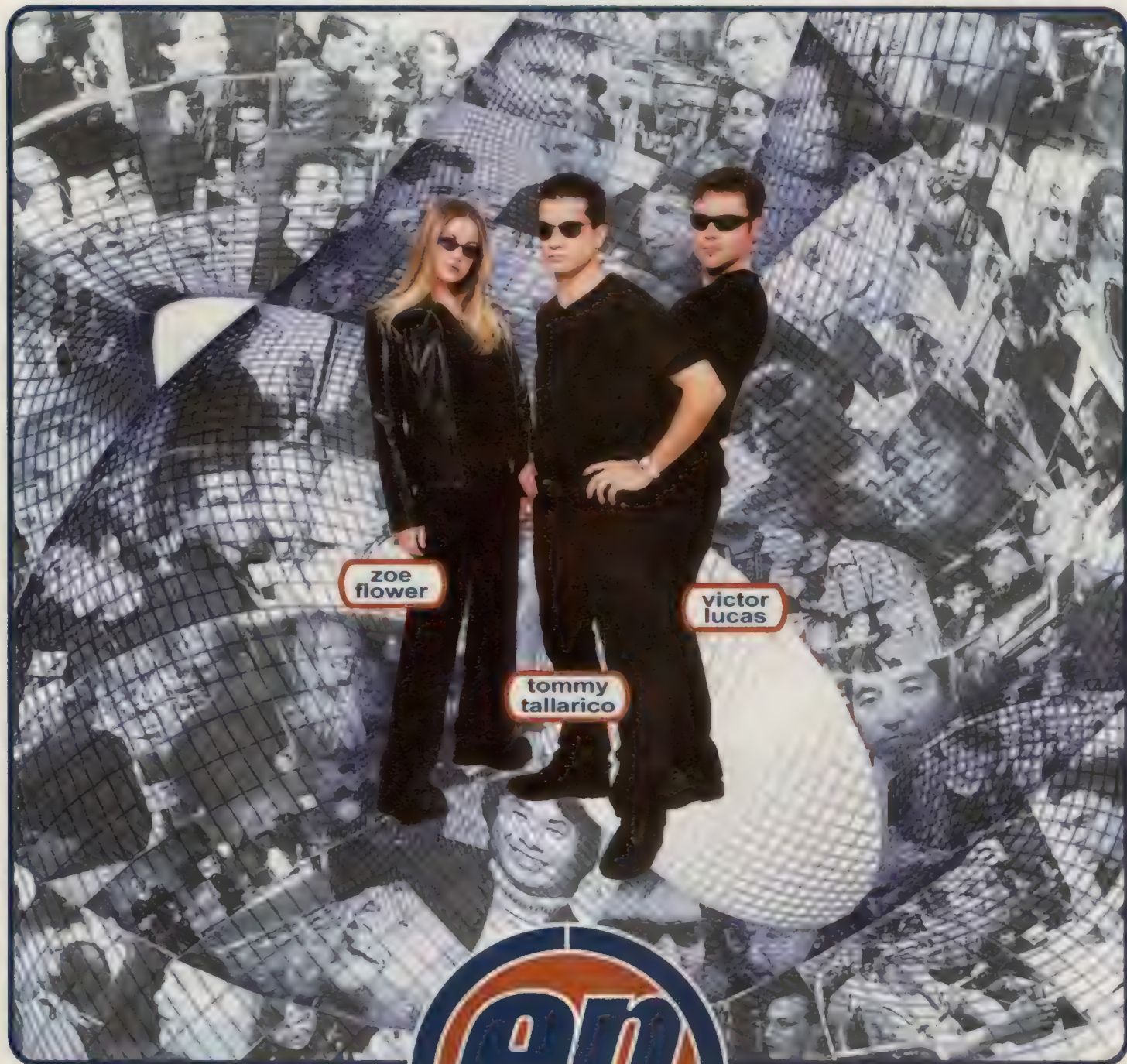




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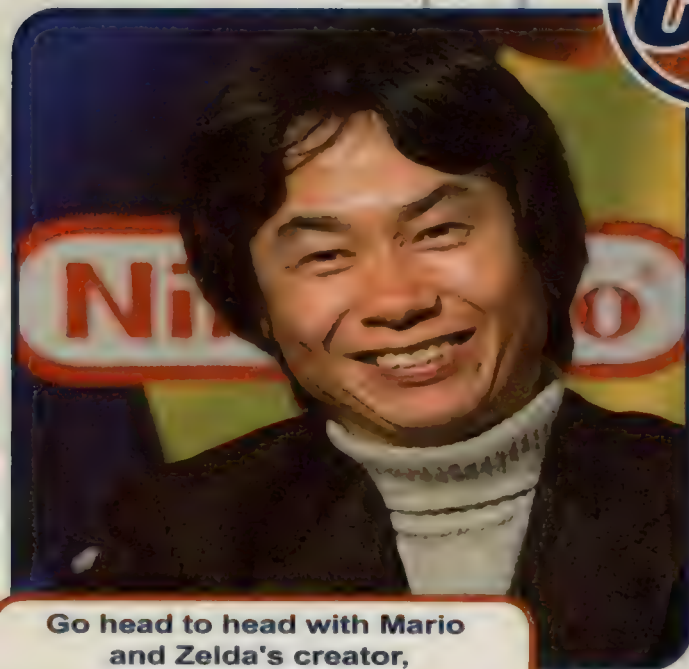
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get the scoop on "Big Sexy"  
KEVIN NASH  
and his jack-knife powerbomb!



Get the goods on  
TONY HAWK PRO SKATER  
from the master himself



Go head to head with Mario  
and Zelda's creator,  
SHIGERU MIYAMOTO



go behind enemy lines  
and discover the truth about  
TOMORROW NEVER DIES

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Videogame news, music,  
interviews and much more!

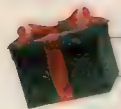


[http:// www.epontv.com](http://www.epontv.com)

all your favorite episodes online!  
Director's cuts. Meet the cast.  
Get The Electric Playground  
piped into your own TV!







Look, don't ask questions, just go with the flow. We invited Playboy Playmate of the Year **Victoria Silvstedt** over to our house and let her rummage through our Christmas gadgets and games. She picked out a few

essentials, then proceeded to look all doe-eyed for the Polaroids.

## Have you been

# NAUGHTY or NICE?



### ▲ Fishing Reel with Bass Landing

For the PlayStation angler, AGETEC hooks up not only a fishing game, but a vibrating rod used to cast lures and a reel you must spin like a madman to catch the big bass. Think exploring a real lake for fish will put you to sleep? Catch rendered fish instead – it's much more intense. Gamers with heart conditions have been warned.

**\$59.99**  
[www.agetec.com](http://www.agetec.com)

### ▼ Glasstron Display Glasses

Geordi LaForge-style headwear without the figure-hugging mustard bodysuit. Place these on your nose and...*vipl* instant 56" television picture floating in front of you. Slot in an S-video PlayStation cable and you'll be right in the thick of the action. Until the splitting headache forces you to stop.

**\$600**  
[www.sony.com](http://www.sony.com)

### ▲ PlayStation

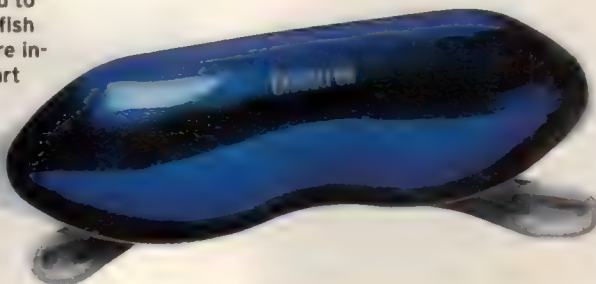
For all two of you out there who don't own a PlayStation, and Moby, *who gave his away* (see page 132), it's time to get with the program. Fork out \$99 for the system and a Dual Shock controller, and you'll finally get to play all those games everyone's always talking about, like *Gran Turismo* (\$19.99).

**\$99.99**  
[www.playstation.com](http://www.playstation.com)

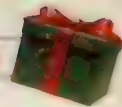


## 5 Recommended PS Games

- ▶ Resident Evil 3: Nemesis
- ▶ Knockout Kings 2000
- ▶ NBA Live
- ▶ Crash Team Racing
- ▶ Final Fantasy VIII







## GIVEAWAY!

### Gargantuan Plush Cactus Man

This lean green fighting machine went under the name Sabotender, but preferred the name "Cactus man," or simply "Jeff" after dark. After a mauling by a rabid Guardian Force, Jeff was removed from *Final Fantasy VIII* and promptly stuffed and shipped to Japan. He now retails for around \$600. If you're in good with your local game importer, you can special order him or one of his smaller brethren. It's over four-foot high, green and plush. **Want it?** Then send in a postcard with your name and address on it, and we'll pick one winner.



### Watchman RDL - 250T ▼

With a 2.5" Active Matrix screen, this offers incredibly sharp television pictures. Fold it up and carry it about using the "Straptenna" neck strap, fold out the attached sun shade, and sit and watch television in the park until the three AA batteries run out. And of course, plug in your not-quite-as portable PlayStation for a squintingly good time.

**\$169.99**

[www.sel.sony.com](http://www.sel.sony.com)



### Dual Shock Controller ►

It shakes and rattles, offers analog and digital control, and comes in a number of mouth-watering colors. But don't eat them, leave that to Moby. Hard-wearing and comfortable, there's nothing better than the official pad for your gaming pleasure.

**\$19.99**

[www.playstation.com](http://www.playstation.com)







## 5 Recommended DC Games

- ▶ Soul Calibur
- ▶ Sega Rally 2
- ▶ Sonic Adventure
- ▶ NFL 2K
- ▶ NBA 2K

MODEL PHOTOGRAPHY: MICHAEL SEXTON  
ALL OTHERS: RAJAT GHOSH  
HAIR & MAKEUP: TIAGI LAMBERT/ZENOBIA  
STYLIST: SHANNON DUNN/ZENOBIA  
SANTA BABY COSTUME COURTESY OF FREDERICKS OF HOLLYWOOD

## Sega Fishing Controller ▶

The premier fishing rod and reel, Sega's controller works with their game *Get Bass*. The controller helps make the game more realistic as the size, weight, and rumble response makes you feel like a professional angler. The best part about it, when the game's done, you don't smell like fish.

**\$39.99**

[www.sega.com](http://www.sega.com)

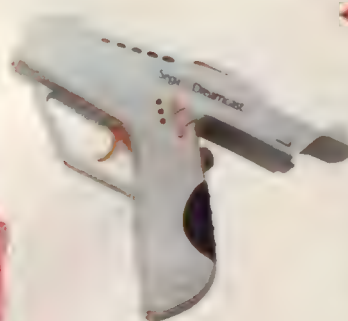


## ◀ Mad Catz Dreamcast Blaster

When *House of the Dead 2* shipped, Sega announced that the game wouldn't come with a gun. Hmm, a gun game without a gun... intelligent. Luckily, Mad Catz released their light gun, although it looks more like it came out of Mr. Spock's holster than Clint Eastwood's.

**\$29.99**

[www.madcatz.com](http://www.madcatz.com)



## ◀ Sega Dreamcast

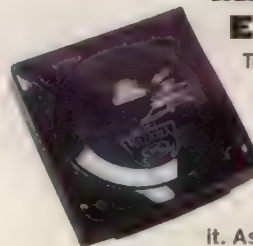
The Dreamcast is almost as hot as what's gyrating behind it, and Sega will definitely be on fire this holiday season. The Dreamcast provides stunning graphics and incredible gameplay to match. Give us more software, and we'll be completely content.

**\$199.99**

[www.sega.com](http://www.sega.com)

## GIVEAWAY!

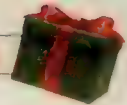
### Mazora Limited Edition Dreamcast:



Take one Japanese Dreamcast along with a controller and apply wacky car paint to it. The result is one of 500 limited edition Mazora systems that changes color from a deep green to a deep purple depending on how the light catches it. As an added bonus, the President of

Sega Japan has signed the lid, in silver pen but the name's really hard to make out. Not available anywhere, and never on sale, this is one priceless import system. **Want it?** Then send in a postcard with your name and address on it, and we'll pick one winner.

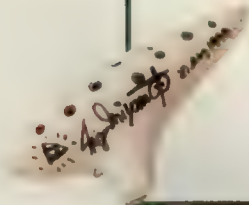




## GIVEAWAY!

### Miyamoto's Ocarina:

Part piccolo, part kazoo, this secondhand ocarina has been used extensively by the greatest games designer the world has ever seen. We've wiped Miyamoto's spit from the mouthpiece (thus devaluing the item by several thousand dollars), but managed to acquire Shigeru's signature on the item, thus skyrocketing the value back up again. It's small, white, and with a number of holes in it. **Want it?** Then send in a postcard with your name and address on it, and we'll pick one winner.



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### 5 Recommended N64 Games

- ▶ Donkey Kong 64
- ▶ Wrestlemania 2000
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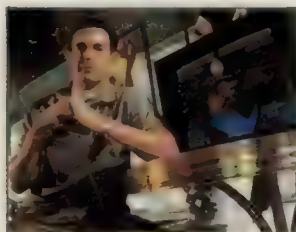
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## TECHCHECK

ERIK WAHLBERG

Associated Producer,  
Electronic Arts

How much time is involved in the motion capture process?

To capture different fighting styles, for example, it could take as long as 50 hours...but we do give the people a break. No boxers were harmed during motion capture sessions.

What is the key behind a good job of screen capturing animation?

There are two main factors. First, you need the proper equipment and software. If you skimp out, the end product just looks that much worse. Secondly, and most importantly, you need talented animators that can properly map the skeletons to the 3D models.

What do you think that there are some good and bad examples of motion capturing?

A lot of the EA sports titles like this year's versions of *FIFA*, *NHL*, and *Madden* are good. A bad example might be a European title I saw called *KO Boxing*. Most others I intentionally forget because I quickly turn them off.

When he isn't orchestrating motion capture sessions, Wahlberg practices his kata in Tae-kwon-do, Shotokan karate, or Kickboxing. 15 years of training has helped him in game animation... and when the guys from 989 Studios start talking trash.



**HECTIC HECTOR** Even Hagler's swaying and slumps are all motion-captured.

# Motion Granted

Why does the animation look so convincing in a game? We find out.

**Six cameras operate in infrared frequencies to track the motion of the aforementioned balls of reflective tape.**

**E**ver feel that urge to wear a skintight Lycra jumpsuit with tiny white balls on it? Same here. That's why we decided to take a closer look at how game companies convince sports stars and martial artists to dress like superheroes and do what they do best.

Programmers could take countless years to code in every instant of motion, but why bother? All you need are a couple million dollars for a studio, computer equipment, and a bunch of tiny white reflective balls tethered to your body.

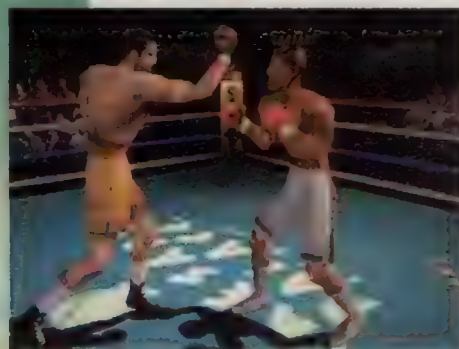
Okay, there's a little more to it than that. Sometimes robotics and machinery are used, but the most common method involves a series of video cameras set up around a stage — like in *The Matrix*.

This array of six cameras operates in infrared frequencies to

track the motion of the aforementioned balls of reflective tape in three-dimensional space. The actor being captured has reflective balls attached at key points, like the head, hands, elbows, and so on.

You'd think the real trick is to convince celebrities to dress up like performance artists, but that isn't the case. "Most people really get into it and want their picture taken while wearing the bodysuit," Says Erik Wahlberg, Associate Producer of EA's *Knockout Kings 2000* for the PlayStation. Wahlberg explained that they motion captured former lightweight champ Sean O'Grady, a stuntman, and a round card girl "because it would look pretty silly if Sean [O'Grady] was trying to shimmy around the ring with the round cards."

Next, a computer processes all the video images. Since the base position of the cameras is known, the computer can interpolate the change in ball positions to determine changes in three-dimensional space and determine each frame.



**GOLDEN BOY'S BALLS** Oscar De La Hoya in mid motion-capture, and (right) the final result in *Knockout Kings 2000*.

The end result is basically a stick figure representation of the object's movement patterns. Next, a 3D model is placed over the digital skeleton. The trick now is properly setting the model into motion. And after a little tweaking to synchronize the model with the skeleton, voilà! Your creation lives!

— Darren Gladstone



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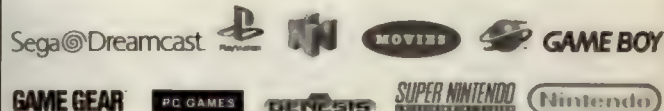
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# RU Y2K OK?

Readers! Humanity is at a crossroads and your NES may never work again. Rod Furlong investigates....

**H**ave you heard about this Y2K thing? You know, the computer bug? I can't believe nobody told me about this! You'd think the newspapers might run a story on it, but I haven't heard one word! Thank goodness I was watching CNBC when they broke the shocking news, just yesterday.

For those of you who are still in the dark, apparently all the world's computers will go HAL 9000-haywire on January 1, 2000. What should you do about it? Panic, that's what! I've already purchased the nation's entire supply of Water Joe, so you're S.O.L. on that score. You can bet I'm going to set myself up as some kind of *Beyond Thunderdome* water baron/heartless warlord, so if you think you'd like to be one of my monosyllabic henchmen, drop me a line! Get in on the ground floor. Extra points if you wear an eye patch and have your own bandoleer.

Or at least that was my first, knee-jerk reaction to the news of impending Y2K doom. Now that I've had time to think it over, I've realized something far more sinister: *I may never play Advanced Dungeons & Dragons on my Intellivision entertainment system again!* Not because I don't want to, obviously, but because of this dang Y2K bug.



Illustration by Fred Harper

Think about it, the end of video gaming as we know it could be at hand! No *Altered Beast* on the Genesis, no more *Mike Tyson's Punch-Out!* It's a dismal future, folks, one I'm not sure I can face.

So I called up my good friend Cranky Kong, DK's father and the madcap genius who basically saves the day for the cast and crew of *Donkey Kong 64*. I needed answers.

Cranky invited me 'round to his secret laboratory, deep in the basement of a YMCA in Coeur D' Alene, Idaho. Would my collection of gaming platforms survive Y2K? Cranky had a brain wave: we would *virtually simulate a virtual millennium* using only a potato-powered alarm clock, Prince's triumphant 1999 single, a case of champagne and a jack-in-the-box with Chuck Woolery's head as the jack, because Dick Clark had a prior commitment.

Stay with me on this. Cranky is not only a shining star in the video game entertainment industry, but also a certified genius and card-carrying MENSAs member, so you'll have to give him the benefit of the

doubt. Theoretically, by setting the alarm clock to 11:59:59 on 12/31/99, rigging it up to the Chuck Woolery jack-in-the-box, playing 1999 on repeat and getting completely 'faced on champagne, we would simulate our own Y2K under controlled laboratory conditions.

## What happened?

Well, the nearby Tandy immediately exploded in a great ball of fire. No big loss. Then came the moment of truth: *Super Mario Brothers* in the NES, power on - and nothing. Blue screen. I immediately burst into tears, but Cranky pulled the cart out, blew on it, gave it a good shake and we were back in business. The Intellivision, 2600, Odyssey, Vectrex, ColecoVision, Spectrum, Jaguar, Virtual Boy, and Genesis all came through in the end, too.

So everything's going to be A-OK for Y2K, at least video game-wise. It's not too late to join my rag-tag group of social malcontents though. See you on the alkali salt flats, battling over water rights!

- Rod Furlong

All the world's computers will go HAL 9000-haywire on January 1, 2000. What should you do about it? Panic, that's what!

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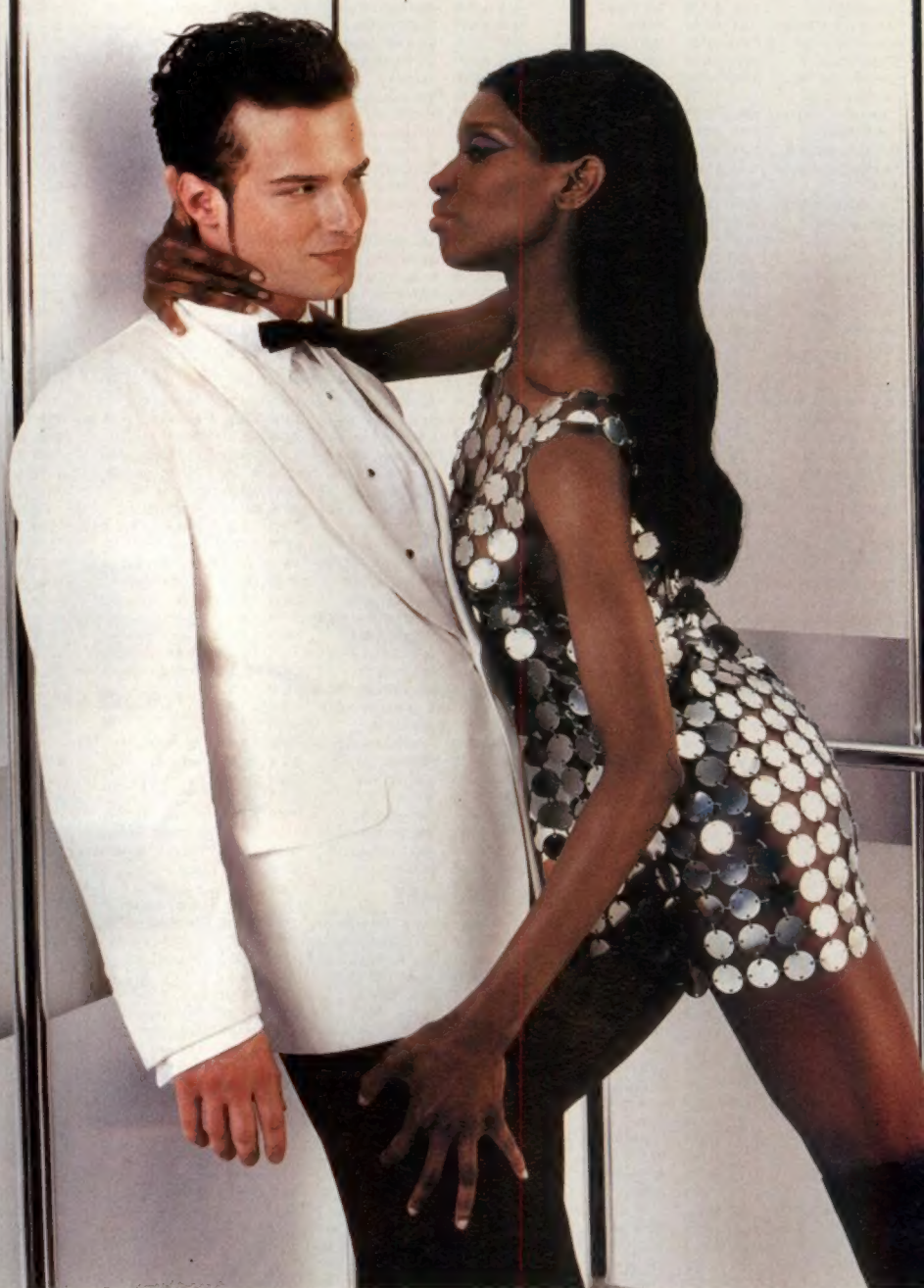
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